





### ontents







OCTOPANS Micrograpa Sector pole Sicked onc. V. C. V. S. Micharhad Saccar polis sicked annual de airica (P.20). Ellio la finally needy for the ST and holiga and was fava line first review (P.20). Ell's lines (M. Revalcand auma in Provincienta — una ily il revond abil (P.40). Pacmania a linci bene teroinn in fasted (P.50). Speedball is the lefted from the filmap drollers (? 50), and deploy is an assailers delign class for the Commodars 64 on assailarity sheet.

Bio Screen were a treat coco à Find Called Mando, Ornam Domon, and Kally McQupe (slobbor) le douga Da Carroll Gires).

Fantasy Role Playing number

Mission Microprose John Minton lates in the shae with Mile All Steeley and checks out the Maryland Based company's game pipe

Adventure sale completions as to all sorts with a dwarf called legrit.

Maillage Ida oli you write PERVITEISTORS Last Maja II - the

official" mag is sectastraly CAYO's. Julian Signali Sas a haag al aghas and man wan round two of Winner Sinya On. Mean Machines AMERICANIA 130 ol Sono ons Malando reviams lacindos Manderbiado, Merta Gres cos o players guida la Pasca del

Archic Action case 21, superman

Out To Lunch Massa is an anger









ST and Amigo Elite - C+10 lirat again - P.3



Scrum Done in Fee - P.S.







Third, libited core water, make an open removagated in adjusting the Spring straige core, we all they found been.

Total Year Year You not upon they ago in legical providing cores and another than you have been and they are the second than the second that they are the second to the second than the sec

(Bush cancellude) ingress your heads room of GET if a wildcall doub!

The option price has been to give others on in Visit Alaber auchier so you will find that may don't have number on the analogue notice of visiting that Spining mage studies in any.

forture of visit ng the bighting frage studies is an row from guppet will be reade, and rothesd will be able to 150 powerhapsy at home with a resign of hordina and wiring if websit Softwarrance.

Billions videos and the size. So what is the cash, you want with as were, you sellight hear is now you sauge - wide. Assembly copyrighted national two propers one very as it is broading or new wints responsible. We six have to produce it



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opposition in given in this position has grow making or figure to there meet may obtain this quotient yout blood on the Turnd of the unique may be metall included the the supplicating the County Williams or the sourcing European than and is meet that mythod of Just of the Jungmonth ACTES 2.7 You could discover your big they copies, were set from con-

SPITTING IMAGE COMPO

iame.....ddress.....

Age.....



aff Turbo Co



Too late for inclusion for fast month's ish came news from German. Correspondent Carsen Borgmer that Gazna sisters in the Future World will no longer be released. The game was finished and all reading for attipping when Ninterdo stepped in at the eleventh house with the threst of least acron.

Normally utiliza keen to protect their licenses. Nintendo objected the Rainbow Arts game due to its (underrable) similarity to the

famous Supra Mano Brothers
They have a point, though quite why they didn't react so strongly to the first Grana incarnation remains unclear.

.....

### The Circus Comes to Town

Any spots of neglect in the computer gomes workt (anht) clous gomes come out of the widereness in locar list southerness in locar list southerness in locar list southerness and the widereness in locar list southerness and the locar list southerness and list sou





### Coin-ops Converts for 88

Telecomsoft has just ennounced its big three ter emiy'8t, conversions of

for emly 39, conversions of cellings hits 40 mell, Subbite Sobbite 3 and — this is the big one — 947 with the eriginal Subbite Sobbite being a lirm to have all C + VB and Mr Hell's fat liftle control of the celling o

of this year a crop of shoot em ups, It looks the they may have bought sense very good licenses indeed serverer, the World War 2 sheel "em up P-2", hadzenfaitly creding and with the player option looks like the taker in the pook, With a dual mission to knock out anamy tighters as well as their ground instolutions in your big bembers, if looks like ideal conversion todder, and must be one to the control of the property of the control of the contr







### Pocket Coin-ops

... well, nearly. Lucky Jepanese' commuters may be able to pley their PC Engine smonget a pool of wires and mini-TV monitors on the bue to work, but you'll have to put up with line next best thing: these mini-LCD pocket gemes. Well, at least they're chaster.

Choose between Formula One, Soccer, Tenis, driving and the imaginetively nemed Space Advanture in watch, clock and folding double-screened form. Dies, e. other, e. ot



## Can You Stop The Russian Bear?



Mission Zand adventure gans: 77w







Addrass

Quastion 1) What Formule One team will Nigat Quastion 2) What famous British car













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D 1988 System 3 Software



### Barrels of Laughs









### Helfire Clu

Hoping to steel some of Thunder Slada'a, erm, thunder is Martach's nawle tor



om up that takes place at day or night across varying larrain. Available about now, this is the ST varsion you can sas balore you, but Spacey, Amstred, Amige and \$4 owners will also get a place



### I'll take Manhattan

Fons of busi. 'em ups like Target Renegade and so an will have couse to take note of the first UK release from French software house Selmonts. Manhattan Deolers tokes a peculiarly galik angle to it's stary of New York drug barons and one mon's fight to





and asserted psychat give you the runaround across numerous screens at you attempt to destroy the drug supply. \$1, Amaga and PC owners should be able to your close if in November (19.99 \$1, \$24.99 others), while Spectrum, C64 and Amstrad versions will be out in the new yes

### This Sporting Life

tired of Sactor Makagement games? Then how down a light vanation, or we enter the world of "money and courage" in Rugby teague Bost 11's your described to you are sell players, swetch clubs and cook of books (1) to try and was the cup, but there are jethery of how then out to the your days of the your days of the young the y



### Future Shocker

About the most shocking thing about Dark Followers is that it looks to be the only exemblinging game of most months not in it under the ended on of months months not in it under the ended or of months rule is exact. It need, it could be a great introduction to lantary rate playing, being one of the simpler parest it affil comes with a veaching great rule book thought and saturing a stock and think globatic care you can pake undiffered assumpt a stock and think globatic care you can pake undiffered we would suppose that it has needed come from qualitative global caccast motions to add to the care you.





### Name Meybe It's because

Meybe it's because they're French and they just don't know. Ubl-Soft feature strongly in their Crimbo line up a gar

. Ubi-Soft feature's strongly in their Crimbo line up a game "rejoicing" in the unlikely name of Putfy's Saga. As Putfy you must lead your griffriend Putfyn out of an ellien maze of death traps and hiddan passages. Compenion littes

Companion littes include mediaval adventure from Lord and Skateball on all popular formats, with ST/Amiga/C64 space advanture, which sounds not unlike Castain Blood.

AMPRIAD DOT IN

I Soud And America

Souther - Esta

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Art Standard - Cons Manny

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Art Standard

Only was full price games in the chart reaches Managar 2, with last street games and clause like Sint designing as

The Party Suppose 1 - October 2

Berlinking - Event 3

Berlinking - Event 4

A modeled Suppose 1 - Administration 5

Berlinking - Chalanter 5

Berlinking - Chalanter 5

Berlinking - Administration 6

The Suppose - Chalanter 6

The Suppose - Chalanter 6

The Suppose - Chalanter 6

The Suppose - Administration 6

The S

pack you Specification and a specific and

6 Track Suit Manager - de
7 Bulley Thompson's - Ocea

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Map reading is a skill in its own right You've got to find your wey around. And you con't ask a policeman.



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is instrument Techniquen is responsible for £2 mill worth of technology and the safety of E safetyre.







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tlian anti- tank miselle. If an enemy tank is moving





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In the Army, makes are more than a bunch of blokes. you have a lough with. Mates are the people you trust with your tile.

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Warrier Powerful, agile, ralleble. Thera's less foat slegging in lodey's Army.

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MACHINES: SPECTRUM. AMSTRAD C64 ATARIST.

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DDEAMS - VERSION TESTED SPECIST F REVIEWER: JULIAN





the Keeping the fire button depressed. screen, and when the lire problem, but soon ground wolkers appear which













First level guardian - 57









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LEGEND IN GAMES SOFTWAR







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137			me		tanised h	
The same						
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OVERALL

### UPDATE . . .

As usual, the Amiga version should be the most impressive at the lot — although it doesn't look as though it'll be around until Chilstmas.

The C64 incornation looks airight, but lacks the polish of other games such as Armaiyie. Still, it's a reasonable enough rendifion of the arcade game to

warrant looking out to:

Work is well underway for the Amstrad version, which should be more colourful than the Spectrum version, and play just as well.

100K.



Š

ocean

Casasi Software Limited, & Central Street,

### COMPETITION

Because C+VG is the biggest and best computer games mag around, we always have the biggest and best prizes. In two weeks time, two lucky readers are jetting off to Disneyland for a week. We'll brigg you a full report on that in due course.

But if you didn't win that one, don't despair, as there are stacks more mega prizes in the pipeline including the chance to win your very own

R. Type coin-op.





Bethe easy of all your mates when this master blaster moves into your hedroom, lmagine it - the PC Engine version may be cool but nothing beats the coin-op itself.

Full details of how to enter will be in next month's C+VG, but you must cut out and keep this coupon — as you will need both coupon No. 1 and coupon No. 2 to enter the compo. Be lacky.

R-Type is definitely the housest shoot 'em up game of the last couple of years. It has stood the test of time – passing through the phase of being the 'hit coin-op' of the moment to real, lasting cult status.

Many a coin-op fan - including a few who work on this magazine - will tell you that they are happy to put a few bob in the latest machines but they don't leave the arcade without having one last go on B. Tone, or they or they

one reave the areate without having one has go on B. Type, or two, or three. Electric Dreams has made a more than competent job of the conversions. Whether it be the ST, Commodore 64, or Spectrum or R-Type.

officianado's won'be disappointed with the home version.

Don't take our word for it, load up the free demo that we've supplied with this month's issue and see

As we could not run to the cost of an Amiga and

ST demo (Julian Rignall spent all our dosh on Brightion Pier) we can offer a unique, exclusive cash saving offer instead. C - VG and Electric Dreams have put their heads together to offer an amazing \$10 off the ST and Amiga versions of R-Type.

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All you have to do is complete the coupon below ad send off to us without delay.
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shops. We can offer them to you for just \$15.99, plus a \$1 for postage and packing.

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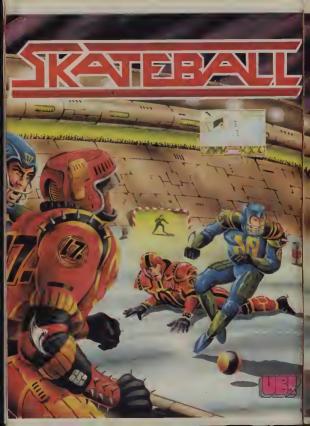
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The Bobby Yazz show is a totally addictive and excellently presented game that will bring hours of fun!!...85%,...CRASH.

A Novel idea and one that I can see being copied quite a lot ... C & VG.



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### DOUBLE

THE ARCADE GAME OF THE YEAR



Waicarleon: C64 = Spectrum Unitere + Atabi S

A THAIR WITH B. AND LOUISING MORE



► SUPPLIER: MICROPROSE.

► MACHINE: CRM 64/128

► PRICE: S14,95 CASS, S19 95
DISK.

► DEVIEWER: GARY WHITTA.

Up until now quality tootball simulations of the 64 have been few and far between Apart from Ocean's Match Doy II and

the live-year aid international Soccer Here's been preclous little for 64 owning looly tans to shoul about All that, however, is about to change. Programmed by

Martin Galway, callectively known as Sensible Soltwale, creat of Parallax, Wizball, The Shoot 'em up Construction Kil and the

Construction Kil and the initiality littled Sensisoccer, Microprase Soccer looks set to became THE definitive sport simulation on any computer,

in the gente, Microproso Soccer collows you to play tootball at every Imaginable level, from friendly six-a-side matches played on on Indool plich right up to the laurnament that forms the main part at the aame the World Cup

Conversions of
Microprose Soccer are
currently underway to all

y You can even play Accepted style! A This

popular formals, and the PC version is fooking positiculorly losty. Seeing as the anginal is such a great game, we should expect to see some damn good 16-bit versions. Here's

Up is steleen human ployers can enter Info the World Cup, and each must know the Cup, and each must have been seen to be considered to the control of the control of the computer control of the control



A feeble attempt to lob the keeper







section is shown of any one time. This, plus the bird's-eye viewpoint gives an impression remarkably strillar to Tallo's World Cup com-op.

The control method couldn't be simple or in occupied to semiple occupied occupied to semiple occupied to s



Soccer is different instead of the usual fand fired ou method of displaying the game side on, with the pich scrolling harzonfol Microprose Soccer gives you a direct bird's eye wiew of the motich, while the pitch scrolls in all hou directions so only a small





and the graphics rate as

### ■ GRAPHICS

- SOUND ► VALUE
- ▶ PLAYABILITY ► OVERALL

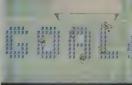
UPDATE ...

finally arrive for your





right ocross the pitchl





### F SPORTING POWER



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### **FEROCIOUS ACTION**









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➤ VERSION TESTED: ST.



machinery foods lextiles hauariwines, furs and raw materials Other saleable goods include thearms Items, computers and radioactives - but these are beyand the budget at a first-films player Once vau've stocked up this time

Setecting "tacat" fram the menu brings up a map of att planets within reach player to plan a mute type at government, tech level, type of Industry and race, so the player can











Elite, the game that became on overnight sensatian when it was released on the BBC back in 1984, and is now widely regarded as one of the gomes, has that iv made it to the 16-bil machines tt's a space tradina

game, If you don't know and casts the player as a tortune The game to presented in Illied-3D. rather than the vector versions, and incarparoles

The player starts a game with 100 credits and a Cobra Mk 18 trading and combat craft, camplete with single forward-liring taser, three bambing missiles and seven tight vears of luet. Rated harmless", the abjective is to increase your status by tair means or fout - and become "eitte" There are two bastc ways at daing

becoming a mercenary and running cantrabond gaads and attacking the latter tactic augrantees faster progressian, It also runs the attention and possible

and from here any at 2,000 planets may be visited. But first. It's a wise toled to stock credits and carga hald, what vau'd tike to carry carry may be Iwa different

things enlirely. Possible caraoes Include



DISS. J. S. Lynny

required here - there's no In a rich ogriculturat system – that wautd be tike

Try mochinery instead When the destination has been chosen, the Cobra is you're on your own.
On-screen information
during space illight
includes the Cobar's sheld
level (depoted through
respected hitt), speed, tuel
level, cobin and laser
lemperature, affillude,
missiles remaining
compass and radar, which
shows everything in the
immediate vicinity.

Pressing the H key initialises the hyperdrive, ond the Cobra is transported to the destination planet the ship actually emerges from hyperspace some distance from the planet, and the jump drive can be activated to send the



(4)

outomatic docking computer, which eliminales the risk of croshing line a space station – It does the job outomatically An escape capacite is similarly visibility. Cohora is obout to be destroyed Allihough your corgo as isal, you'll be tracked down and brought lind the nearest space station with you while the An ECM is useful a agint?

An ECM is useful against enemy missiles, and o larger cargo hold, more powerful armament, fuel scoops (which let you grob extra fuel by flying close to a sun) and energy bombs



Cobro zooming lowards its destination of high speed the drive automatically also programs of the principle o

ship stratight lowards it booking with a space station involves lining the Cobra up with the entry port, so that it can be too in without scraping the station rotales, this is far toom easy and my limit le offempts ended in me going for an impromptural and total space walk through the wreatchage of through the wreatchage in the power was the properties. my own craft However, practice makes period and since this is such as integral part of the gon you really do have to practicell

Il you monage to dock uccessfully, you can hade rour goods, buy some note at equip your ship ixitia equipment is voried and pricey, but one of the nost important items is on

7.6 26.9 64.4 16.0 51.8 81.2 Crust 100.0 Ca, No.s: 80.07 seems

When the ship is dooke the current position can be saved, or an old position loaded – saving of regular intervals is a very good habit to get into

Once you've finished, it's time to search for another potentially lucrotive irading area, and blast off into space once again

into spoce once again build spoce once again build year of the control of the con

As your stalus increases, so does the frequency of continued on page 39 >

# Your quest is interstellar wealth and to hell with glory







### ION OF FREE S



ATARI ST/AMIGA £29.99









the player having to lacate manually, which can take



- ► VALUE
- ▶ PLAYABILITY - OVERALL

### UPDATE ...

The Amiga version should similar gameplay and grophics and improved

The 8-bit formats have now, and are all very







Later in the game, you're reward There are five at

The ST version at Eliters superb presentation, last new missions. Purists will be

experience, although the going does get occasionally tediaus when drive due to the presence of other croft This results in



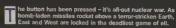






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Atari ST serven shots show

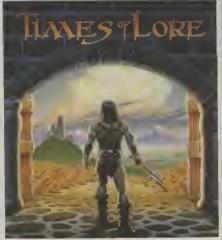
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Spectrum: £1.99, Atari \$17.59, Atari











tung ago: flight lang lawyn arose but the burse are nordes invading Albertth, ending a track war Draineclat sport, the High Ning departed to the homelands of the Elden loik to But twenty years have come and gone, and Valvyn has not

flow the mystic powers of old are fading, and chaos rules the land. Desperate brigands rooms the once peaceful roads. while live fearful citizens of Albareth live in a world without tax. missions in strange, distant places.

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Quille how many folk are into off road racing in this neck of the woods is a bit of a mystery to me, so it is ossible that 4x4 Off-Road Racina will disappear down that same dumner of dis-Interest as the Shiriev Muldthmare drag rooms game of a few months ago.

I've always been of the mind that anything that conspicuously (alls to show any screenshots on the packaama has to have a thing or two to hide

anyway In the event, however, It's not too much of a horror story, just a bit uninspired Tokma its que from those skateboarding games, it allows you first to customise your truck with tyres winches, extra fuel and other add on bits before setting out on the 'toughest, roughest courses" in the world. This picking and choosing specifications is all very well, and makes for a nice extra to a game, but to be bothered domait, the thing really has to be special in

Rraht, terrain picked, and difficulty level selected (you get to chose from four) and it's time to chose your truck Each comes with horsepower. weight, and durability specifications, but it must be sard, loaks remorkably like the rest (especially from the rear) and performs not too dissimilarly

the first place

All is well and good so far, unless you get annoyed at the painfully slow selectron process which myolves some dull punter sauntering up and down outside the shop front Then - you've guessed if - it's already time to turn the disk over and load the race Itself Quite how cossette owners could ever stand it I don't

As you can see from the creenshots. The race itself is not at all dissimilar to an interior Buggy 8oy. There ore sticks piles of mud and dropped spore tyres to ovord or jump over, and though it costs time, going up on two wheels is both easy and tun. Big rocks wipe you out whether you



drive a little Katana or a hordy Highlander, and various items bounce out of the wreckage including the driver and a little doa

other driving gomes is that every so often bra patches ol mud appear, totally obscuring your path. The rdea is to drive your 4x4 through, and while obviously it's much eosrer if you've thought to buy o wmch to assist you, it is possible to rock your way out with the fire button in only a few seconds. This

can damage your rig

though, as can vorious collisions you might make honnen to make, which lakes you to a damage screen Here you can The main difference from repair the fault - an easy

task when you've brought the right bits, but you lose endurance If you jury-rig if. | ► GRAPHICS There are check points to help you pace yourself against your opponents who you come ocross

occasionally, and a "Doombuggy" to avoid which is some homocidal moniac who tries to force you off the road. To be ovorded!

fine idea for a game undermmed by poor ond rushed looking programming. The strategy elements help add something to what would atherwise be a pretty basic sort of race. but the quality of the sprites and bockgrounds, and the very bosrc scrolling, make If yery difficult to recommend. The trucks sirde all over the place and often annear to be walking as each wheel jolts up and down m turn in

All in all. 4x4 seems like a

mitation of suspension! It's a pity, because I'm a big fan of 4x4s, and would much rather play a good game based around them than, for example, the awtul Roadblasters

- SOUND PLAYABILITY

4

3

5

r ► VALUE 4 I ► OVERALL

### UPDATE ...

degree of unhappiness with the first released C64 version of the gome, and say Spectrum, Amstrod and others rejeased lawards November will be vast improvements. There is no reason why this couldn't make for o perfectly decent gome, so we can only hope that

this isn't oil hat air. Certainiv, if the multilaad is brought dawn to occeptable levels there would be a sizable Improvement, i certainly wouldn't want to be o Spectrum owner as if stonds!





SUPPLIER: ELECTRONIC

AKIS.

MACNINES: ATAR!

ST/AMIGA/PC.

PRICE: \$24.95. F VERSION TESTED: ATARI ST. PREVIEWER: EUGENE LACEY.

don'tknow what it is about the Ataii ST and the Amiga but most of the piogrammeis coding away on their 16 bit dieam

machines seem determined to produce games with solid filled 3D graphics

First there was Starglider II, then Elife for the ST, Damacles looks as it it will go down this route, Image Works is polishing up Interphase los launch next year and now Electronic Arts enters the greng with a solid lilled airma called

Power Dromi There is nothing particularly wrong with mentioned above are, or look as if they will be billiant. It's just that solid filled 3D graphics was just one of the things we ware promised by the coders when the ST and the Amiga fust girived on the scene and they were were all dicolling over their capabilities. We were also

promised draitsed speech, sampled sounds, multi tasking, and a host of other things i am not belna tunny or anything - but we

honestly don't need too much more solld lilled 3D gosh what a tast routine shows whot a 16 bit mochine can do" type at thinking Time to a bit of or lainguity m'thinks

Now that I've got that off v chest fill tell you about Power Drome - and it really is quite good.

You enter a future world grand prix. Not racing cars but steek looking hove lats. The flist thing that strikes you is the quality of the glophics Plogrammer Nick Powell has done a superb job of the racing tracks, Typhoon jets, and

pit stops. Using a mouse or joystick you have to negoliate the twisting corridors, tunnels, budges of Power Drome as

you seek to secure the Cyberneule Trophy
The championship is spread over six races on six dillerent planets - all with different atmospheric conditions Your tuel and ship equipment has to modified accordingly

Scenauo and ship customising screens apart this game is really about

A Engine luning

tt really is quite difficult to tly the ship It will take you a good deal of practice -lilying in practice mode with the attitude control on auto pilot This will enable you to learn how to bank and take corners, Only when you have masterd this can you start to

squeeze the accelerator and start to dip and climb The difficulty of control is not a liaw it is fough because you have a great deal of contral over the

ship and the response on mouse or joystick is highly sensitive

I preferred to use the joystick but this does make life even more difficult when you need an extra hand to cut the engines



an opening and clasing do

completes the sel number

of lans. The Lace may end

damaged and you cannot

for you sooner than this

though it your ship

becomes too badly

A An Opponent same at the tracks are massive You can quite often lose the other pilots right at the beginning of the race if you are a bit tasty - a more atten than not they will lose you and alimpse them every so often as they lap you A race ends when a pilot

> and implement other manoeuvies which require you to tap certain keys on the computer

Another slight gripe is make if back for repair that the game can appear less like a race and more like a solo flight against the clock This Impression is created by the tact that there are only tour other iocais out there - and

The ship sustains damage moinly by croshing into the walls of the lugges or by colliding

with other Typhoon's.

Power Drome is full of neat graphical fulls. You discover more and more of them as you play Most Impressive of these is the bit in the pits as the damaged wings and engines ore pulled away tiom the Typhoon and replaced by new ones this all carried out by Diessing buttons on the keyboard to make the repair diold do

his work There is also some stunning torked lightning on one of the plane's and a araphical touch was the shadow of other Typhoon's passing across the ground after my craft had nose divad

Sound effects gie well implemented Nice wind sounds, thunderclaps, and whooshing of Typhoon's as they approach and disappear into the This is one of FA's first

home produced games. has taken a long time to produce - and the other versions will take still longer - but is a quality DIRCE of software It lacks the depth of

game play of something like Carrier Command or Contain Blood but then it easter to get in to (apart from the flight control) and has a good story line and extremely thorough The bottom line for Paw

Drome is that it is a good 3D style rocing game for the S and Amiga and as there aren't mony games description I can ecommend It thoroughly You won't be disappointed If you fork out for II.

- ▶ GRAPHICS
- SOUND
- ▶ VALUE ► PLAYABILITY
- ► OVERALL 80%

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### UPDATE . . . in true Electronic Arts

tashion the igunches of the various versions will be staggered over the next tew months. The ST version, reviewed here. will be in the shops by the end of the month. Amiga and PC versions with tallow early next year.
One neat teature of the 16 bit version is that they have the tacillty to tink up to another computer (you have to buy a cheap cable though) so that you can have a real head to head with a triend. Nice one EA.





MACHINE CAA PRICE: \$8.99. - SUPPLIER: VIRGIN ➤ VERSION TESTED: C64. PREVIEWER: JULIAN DIGNALL.

Back in 1979 Namco released Galaxians, a full-colour video game which added a new twist to hill-colour viace games with to which added a new limit to the laded Space Invaders I heme instead of moving a cross the screen m a strict lemetral material and individual ships

peeled off from the main roup all the top of the screen and dive-bombed the player's laser base. kamikaze-slyle. Al the Ime The game caused a mmor

A vear later Super Galaxians was released: The same game, but taster and meaner

graff appear, fly around and assemble at the top of the screen When all are present, the attack starts in earnest and the craft are either that ar dodged Occastonally a bla alien llies down, and when blasted twice releases a

neat little gizmo which



The space haover in a Then migle 1981

Namco looked to their orlainal game for inspiration, and Galaga was born its game mechanics are lundamentally similar, but new twists were added in the form of double Irrepower capability bonus screens and more vicious swirling patterns of attack craft

Another year and a hall passed by before Namco revitalised the theme and produced Gaplus This lime the new additions ward different style honus screens the ability to turn attackers mio allres and The player's ship was given a bigger area of Smce then, the

Ga/axians Theme has been exhumed once, in the form ol Galaga'88 The Gaplus licence was

recently bought by Virgm, and the conversion task given to Computet aces Ash and Dave – and what a great job they've done from the graphics through sound to gameplay, the Commodore version of Gaolus is faithful to the original in every way

At the start of a game the player's ship materialises at the bottom of the screen, shot tall downwards.

and formations of atten

Renealed shootma bounces Them back up brielly, and every hil scored creales a little block. As this bizone lugaling continues. The aliens move laster and laster, and the blocks eventually spell out BONUS If you can keep jugging long enough) When all the aliens have escaped vour lasers, pomis gre awarded for the number of hits, which can be quile considerable Allhough the game concept is an old one.

Gaplus is an enjoyable and trenelic blaster. The agmentary is very strarghtforward, and boils down to shooting and dodaina Bul. as is often the case with simple games il's very addictive indeed Although Gaplus is a wonderful conversion

some will trad its simplistic and somewhal archaic gameplay a little ledious However, it you're a blasting langire who enjoys an uncluttered and shool 'em uu



Garden a traditional plant from when picked up, shools

Just enjoy taking a torward a tractor beam which Iraps any allens Me? Hove HIT careless enough to liv into ils path. When the beam's ▶ GRAPHICS ellects wear off, the captured aliens assemble ■ SOUND on either side of the

player's ship and give extra Imepower When two attack waves of allens are despotched. the player lackles a bonus screen, where extra points may be earned A quartel of allens appear at the lop of the screen, and when

▶ VALUE ► PLAYABILITY ► OVERALI 80%

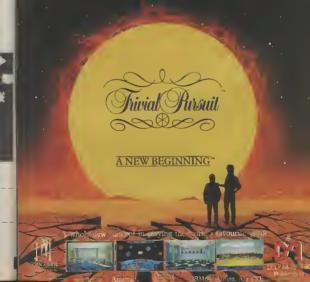
5

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UPDATE ... Unfortunalely, Virgin has no plans at present to release any other versions. Sad . . .

There was only one way to improve the original.

Start again from scratch



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# o FXCUSES









fast mections, lasteral thinking end above all a cool head to play this fascinating game. Fifty sheets of joystick tingling excitament and a superb

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ARCANA





- ► SUPPLIER: CRL. ► MACHINES: CBM 64. ► PRICES: ► VERSION TESTED: CBM 64 DISK - REVIEWER: GARY WHITTA.
- Everyone who's ever wanted to have a go at an assault caurses now doesn't have to wall to be selected for the next series of the Krypton Factor thanks In CRI's idjest release Illied NATO Assoult Course

The game casts you as an eager new prospective recruit to the NATO armed forces who has to

comptele a gruetting assaul course before h can be accepted

tike they've see periout at a Ihree year old budget dame the soldier spriles are so badly defined they look like hunchbacks, and the abysmal animation only serves to make Ihinas warse, as the saidler waddle's atong at a snait's page The backdrops are extremely chunky and very



▲ Thylits and spills gratere on the stiff will send your GI flying over the watt (if you limed it correctly that is) More problematic

and acles come in the term of cardboard soldiers that spring oul from the ground and must be shot quickly or

designer onling that allows you to build your own

course to any level of difficulty you desire by

The whole game seems to

be bodged job, and the way that the screen blanks out rather than bothering to scrott the course backwards when you die

repellive in design, so you aet the impression you

endlessly. The courses are

ar too long to be registed

and even after live minutes of turious waggling there's

no Indication of how far

you are to completing it

keep running over the same bil ol course

proves Ihis.

NATO Assault Course rales as one of the worst games of the year, and

After the initial pre-game selections you can get down to actuatly tackling the assault course The screen is split horizonfally in half into two They'tt shoot you. If you do independent displays, one gel shol, or indeed lait loui to any dangerous obstacte

lor each contestant Progress is made in true such as the tirepots, the Combat School lashian screen will blank out for a te wagating the joystick lew seconds and you'll be as tast as you possibly can. positioned a lew screens Walls are no problem to hack from where you died sump over, Just pushing up There's also a course





adding different obstacles wherever you choose Welt, I won't beat about the bush. NATO Assautt Course is without doubt one of the worst games I've ever played thyou

imagine the assault course from Cambal School about a hundred times longer with pititut graphles and restricted gameplay, you'lt have some idea of whal NATO Assault Course is like The game's graphics took

certainly doesn't warrant it's price tag Sleer wet clear if you value your dosh. At least Speccy/Amstrad owners will be spared II.

- ▶ GRAPHICS ► SOUND
- ▶ VALUE ▶ PLAYABILITY

► OVERALI



some consistency and wit We kick off with our ruloine hero down in the lau with his fish-wile of a tox-wife but he is soon turfed out in no uncertain terms to collect dinner "and don't you do te come back without any

Mi Foxx is soon loping his way across the countryside in secret of tosty morsels, though his search is by no means



s a beagle in the back

badgers who lob rocks and - most bizarie of all tax-hound blkers who annuageh an matarcyles and dismount to file

There are various obstacles such as walls and streams that get in valir way, and leavile a degree of jumping skill to negatiate but you may find that instead of running you should bound along in a settles of jumps most of the time anyway - it is tust as last, and can help keep you out of trouble. It takes some fiming, but rather

than lust ducking the llving

chickens many points con

be earned if you can jump

in the air and catch them In your teath Chickens sleeping in

their coops can be gobbled up to keen you bright eved and bushy failed (there is a 'pant-ometer really - at the bottom of the screen, with length of

rather fun, it totally muidelous You begin to think some of the other animals may have a point in going after Mr Foxx after

all Forx Fights Back benefits trom a large play area and a jolly hunting tunes-type soundtrack. The sprites are rafher small, though on the whole well animated and the sciolling is tine. The relationship between where the soutes can go and background into matten could be stronger though - you have to stand niecquously In space to achieve any of the tougher jumps, for instance, and you are deemed to have eaten a

come within about one and a hall tox lengths of It! All in all, one of the more fun games I've played on the 64 in a while, the cheek and imagination of the scenatio being sadly a

sleeping rabbit il you

► MACHINES: C64.

SPECTRUM SPECTRUM.
➤ SUPPLIER: MIRRORSOFT.
➤ PRICE: SPEC CASS
58.99/IDISK 512.99, C64 CASS
59.99, DISK 512.99.
➤ VERSION TESTED: C64.

PRYIEWER: MATT RIFLEY

Not exactly a "must buy" but definitely a strong product, and one unlikely to disappoint

7

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► GRAPHICS

SOUND ▶ PLAYABILITY

▶ VALUE ► OVERALI

UPDATE ...

There will be no Amstrad version of Foxx – a bit at a shame that - but na tirm action is being taken as yet an 16 bit variants,



▲ Foxx gets a bazaoka in this Spectrum shot.

Foxx Fights Back is eminently likeable because, though we've all seen every element of the game design knocking about before, the bosic scenario ot a put-upon tox loraging for lood in the lace of violent atlacks from hunters and woodland animals alike is an original one, and is carried off with

easy. He is aimed with a revolves which he can swap for sub-machine gun ot even bozooka at later points.

Only in the end levels can he walk around blasting like your standard shoot em up hero. Enemies to be laced Include squirrels who throw explosive nuts from overhead, llying chickens who drop bombs,

tongue showing how well vou ie doing) but best and most vicious of all - Is nipping down a labbit hole to munch up dozy bunnles. These screens work just like the special coln rooms in Super Mario Brothers, though without the hidden extras, and are



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AMIGA \$24.99.

► VERSION TESTED: \$PEC.

► VERSION TESTED: \$PEC.

No, I'm not going to make ar remarks such as Isn't it

interesting how this game looks remarkably like a game called Aquablaster that I saw a while ago, or haw come that such an old



now, at (OK, we get the message - Ed) No prizes for guessing that I ive and Let Die

places you in the role of James Bond in one of the most exciting sequences in the film the death defying speedboat chase along the winding rivers of, er. well somewhere in America, Viewed in much

the same way as Out Run/Roadblasters/almost any other racma game.

except that this time it's on water. In tact, this game remmds me of nothing so much as Buggy Boy, complete with gales,

underground tunnels and banks on either side at the road that you can drive up to avoid any mines that might just be lloaling in the

Mmes are only part at the trouble, however. For the list part you've got to remember that you've only

aat a very narrow river to ride on, so you ve got to try and plan evasive action very carefully, as too many times you go left around on obstacle when you should have gone right and tind yourselt against a group of mines that you can only get ground on the right

ide and boom! Enemy boats are also racing up and down the waterways, and it's these would be nicer if they

dropped them neally in a line, but ch no, they zig-zog across the river, and it does get amazingly dilircuil to get around them Loch gates bar your way at various stages along the rivers (yes, rivers, you get a choice of tive at the start of the game) and these need to be shot down with o missile Unfortunately you only get three, and you tend to get tour gates, And, al all that ain't enough, you

have the normal Roadblasters cannons at either side of the riverbed

So, with all this being thrown at you, what have you got on your side? Well. you've got your handy

cannon, along with the three missiles. Also, you lind at places along the river logs which when run over, cataput you into the arr and over obstacles There are fuel cans

(which look amazingly like logs) which give you bock some luel Should you run out at tuel, it's game over The graphics are large

and well animated on the Spectrum though, as usua monochrome. The explosion of the main character is quite nice. The 3D update of the anning china objects is

well done, too It plays well, with quite a tast jaystick response, but I did find the tiring a little stroky It's not tog difficult but it's no walkover either There's enough there to keep even the most seasoned arcadester playing for a while

➤ GRAPHICS

➤ SOUND ► VALUE

➤ PLAYABILITY ► OVERALL

6

7

7



A competent game - but you've seen It before

# C A P A A | Music Jean-Michel Larre





graphics, a furthing source outer rim of a Senherak. Worlds with assonithming creatures and animalled of CAPTAN BLOOD makes of the type of game you print in the Ear which you've inverseen. Even fitting about Hours and hours of discovery, exploration, disaboue, (hyperfepace waspis) and hotshot low level flying through rugged sourches range and diszyge calving.

New semantions are guaranteed to this treation from the first thinking adventure. CAPTAIN BLOOD is a game for entryone, whicking now ground in the universe of computer entertainment. Walcome to the Age of this bus-game.







MACHINES: SPECTRUM, AMSTRAD, C64, ATARI ST, AMIGA MSX,

AMIGA,M\$X.

PRICES: SPEC/AMS/MSX S8,95:
CASS, C64 59.95 CASS, C64/
AMS £14,95 GISK, ST/AMIGA
£19.95.

SUPPLIER: GRANG SLAM.

VERSIONS TESTED: ATARI ST,
SPECTUM

➤ PEVIEWER: JULIAN #GANALL.
The PacMonstory started in 1982 when 8ally Midway released on oracade game in which the player has to guide a little yellow blob, teatureless save for a large mouth, around a maze and ead as many dots as possible while avoiding the attentions of four

the globe, it seemed that the public had an appetite for PacManproducts as insatiable as the little yellow fellow had for datall

yellow fellow had for dotall Eager to follow up their success Ms PacMan was released. Basically more of the same, it was designed with the temale

with the temale gamesplayer in mind — gamesplayer in mind — 15 aithough it's true to say ith the original PoetMon's non-violent game concep had of iready attracted many temale players into the arcades, as well as those to whom shoot 'em

Next came Jnr PacMan

- another dot gobbler, this
time with a scralling screen

- Boby PacMan, a minr
plibalitype game, and a
full sized Mr and Mrs

full-sized Mr and Mrs
PacMan pinball machine.
Since then there has also
been Professor PacMan

# PAG

Pacmania is very similar to the original PacMan in the respect that the player guides Pac oround a maze avoiding contact with ghosts. However, instead of a 20 static viewpoint, the game is seen in lorced perspective 30, with the more scrolling os PacMan are supported by the property of the property of

obility to jump – useful, since there are far more ghosts rampaging around the moze At the start of a game the ▼ Ghosts a post power pill snackl







morouding ghosts Public response was phenomenal — there has been nothing like it before or since — and within or since — and within produced the production of the production

PacMan Pius, Super PacMan, Pacland(a horizontally scrolling arcade adventure type game) and, bringing us bang up to dale,

Pacmonia
Grond Slam recently
bought the conversion
rights to the latest
Installment of the PacMan
series, and is set to
release the game on all
formats

PocMan's Park or Sandbo and the game begins, It either of the lotter fevels are chosen, a caurage bonus is awarded when the first screen is

100,000 points respective. The objective is simple eat all the dots to move onto the next maze. Deag ghosts wonder around the maze and ottempt to

# MANIA



and he can either aftempt to avoid hemen timely, iump over themen timely, iump over themen themen to the property of the prope

Occasionally a banus
fruit largel appears in the
middle of the maze and it
picked up for banus point
Sometimes this largel take
the form of a special pill,

Guidd Grab that power pall

progresses, the going gets incleasingly more citicult, with latter and more little with latter and more little gets good to be a support of the control of t

Allhough the PacMon terme is a very old ond mplistic idea, Pacmanic enjoyable and highly neat and appealling arcade conversion, give Pacmania a ga; I doub! whether obtains

ST SPEC GRAPHICS 7 8 SOUND 7 5 VALUE 6 7 PLAYABILITY 9 9 OVERALL 83% 87%

UPDATE ...

The Spectrum version is monochromatic, but plays very well indeed and sports all the teatures of the arcade original.

Ametrical and

Commodore 64 versions should also retain much, if not all of the arcade







which gives PacMan extro speed

This is particularly useful il you can grab a power pill, as it allows you to track down and destroy large numbers of charle and

There are lour different maze designs in all line three previously mentioned and the Jungly Sleas, the largest of them

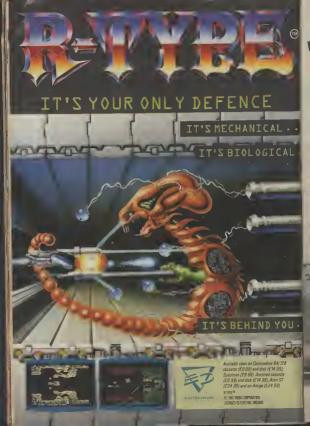
addictive it has a limeless appeal lacking in a lot of of today's software, and is the sort of game that gets loaded months after it was lirst bought, just for a

couple di quick goes
The graphics and sound
are very similar to the
accode machine, and the
screen scroils smoothly in
all lour directions - no

though It'll be nigh on so. If you're looking for a perfect: look out fer it.

game's feel and appeal, and Grand Slam is contident that both will play as well as the Spectrum and ST versions. The Amiga version is

looking exceptionally good. Featuring full-screen scrolling and graphics ported directly frem the arcade machine (it's claimed), it looks as though it'll be nigh on





- MACNINES: C64 SPEC. ➤ SUPPLIER; CRL.
  ➤ PRICE: TO FOLLOW.
  ➤ VERSION TESTED: C64.
  ➤ REV EWER: TONY DILLON.
- Now there is a new bandwagon for software companies to clamber onto First, there was the Official coin on bandwagon Then there was the 'Offictatly

endorsed by a lamous and well loved sports personality' bandwagon. Now, there's the 'Make it about a breaklast cereal' fad Following hot on the heels of the press releases

concerning the Coco Pops game, (oke) here's the Official Game of the Kellogg's Tour of Britain.

on't know, the Tour of Britain is a cycle race from Newcastle to Westminster - 678 miles to all. Divided into six stages, the cyclists thvolved have to try and get to the front of the pack and comptele the course in the lastest possible time, collecting different

way, II, for example, they reach the top of a porticularly sleep hill and end up in first place the Dinnacle, they are given a white jersey, some bonus time and get awarded the title. King of the Mountain (which just happens to be o mega rockin' track off Kiss plainum album, Asytum). Certotn routes are sectioned off. Once you enfer these sections, the idea is to sprint through them in the tastest possible time It you manage to beat the previous record, you get another tersey and

a time bonus By the way,

you also get a jersey thyou

win a stage After o while.



can see you getting pretty hot with oil those Jerseys

Stitt, how has the 64 version lared in the computerised translation The best way to describe it is a cross between Milk event in Summer Games 2 though not a patch on either The problem is that there's no variation Even represented by a slope-o-graph thingy at the bottom of the screen Maybe I can stick it for a stage or two, but for six! Forget : [1] Boredom city! I mtaht be tempted to tke this a tittle bit more were the gameptoy of any excitement, but continuous joyslick waggling with a bit of the old fire button thrown in here and there

completely tails to excite

me Add graphics that would have embarassed a VtC 20 and you ve not got This gome goes against

much of a game. everything Kellogg's has ever stood for You know what I mean: lite, sunshine happiness, smiling tomilies. Stitt, It this game sends you to steep, you can always have a sunny bowt of Corn Flakes when you wake up

- ▶ GRAPHICS
- SOUND
- ▶ PLAYABILITY
- ► VALUE ► OVERALL 23%

### UPDATE

CRL has mentioned no plans as present for any turther versions at Kettogg's Tour, and as they have now missed the publicity associated with having the real thing televised for a year, it is untikely they will ever ga ahead with it especially after reading this review!



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### **MAIN EVENT**

		AMIGA		SPECTRUM		COMMODORE 64		AMSTRAD		
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The little green allen gooders

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CASS, STIAMIGA \$19.99 ► VERSIONS TESTED; ST/AMIGA. > REVIEWER: JULIAN RIGHALL isn't il strange how a simple compuler game can evoke such emollors

Smce I started playma II a

couple of hours ago I've

compuler and made a

large dent in the filma

cobmet And still I keep

The 8-bit versions of

lowards the end of last

released in 16-bit form.

complete with vastly

appeared in the linst

Nebulus is a plafform

onesi

Nebulus had similar effects

when they were released

year, but now it has been

improved graphics, better

sound and sixteen towers

- The original eight that

versions, and eighl new

and even more lorturous

For those who missed out.

broken a lovstrak.

melaphors at the

gomg back to II.

screamed colourful

lor example

Take Nebulus

the buridma. The acima is presented

In 3D, with the lower rotaling and scrolling verlically to keep the character central to the screen as he moves up and amund The effect is Iremendous,

as everything moves in full perspective allowing you to progress a as the tower scrolls

The roule to the top of a lower is a very precamous one, and every slep is Iraught with hazards. Not only to some platforms disappear when the alien signs on them, but Ihere are also slippery floors to avold, Immovable blocks somelimes bar the way, bul these are easily destroyed by blowing a

Sometimes gaps in the platforms are encountered, but can usually be crossed by leaping the chasm, and there are also doors which are entered to take the allen to the other side of the lower - although these occasionally lead to

bubble at them

danger Robolic guards are in abundance and tollow sel and you really drd miss oul. patterns. Some move up and down, while others cricle the lower Flying objects emerge from the sides of the screen and travel across the playing area, and bouncing balls occasionally appear, although these are

drsposed of with a

well-almed bubble Just to make matters worse, each tower Is played under a strict time limit and It lhis expires before the alien enters the door of the lop of the lower.

another life is lost If the door is enlered. The lower is razed to the ground and the aken makes his way to the next one by means of a bonus screen where o mini-submarine is driven under the horizontally scrolling sea. Fish drift on from the traft and are shot and collected to ammass torthcomma level - which comes m very useful Nebulus is simply

brilliant It's crystal clear objectives and unprelentious gameplay conspire to provide one of the most playable and challengmg

same time, and the sprites are excellent

There are some unusual sampled silar sounds heralding the beginning of a screen and the end of a game, and the sound effects are pretty good. The Iffle screen music is also and with the Amrag version having the edg over the slightly linny St lune

Whether you're an ST or Amlaa version, don't let This classes escape you

7

6

8 8 ō

AMIGA ▶ GRAPHICS ► SOUND ▶ VALUE ➤ PLAVABILITY ► OVERALL 96% 96%

programs ground The balance between frustration and addretron is perfect. little lufther with every

game Supporting the gameplay are some Iremendous graphics The use of colour is superb -I've never seen so mony colours on-screen at the

### UPDATE . . .

Spectrum and Commodore versions had a rapturous reception when they appeared at the end of last year; If you haven't already got it for your machine, hunt it



game - albeit a strange one The objective is to guide a little green allen lo he top of a series of constructions that tower oul of the sea by negolialing the steps that run around the outlisde of



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MACNINES: AMIGA, ST PC. ► SUPPLIER: IMAGE WORKS. ► PRICE, ST AND AMIGA \$24.90, PC \$29.90 ► REVIEWER: EUGENE LACEY

► VERSIONS TESTED: ATARI ST.

Speeball is the spart of the

These guys are mean !! lad then larget II. He

absorbina la play - as

Jurious as the live players on the relatively small play

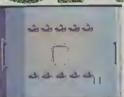
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Il you have ever ployed









A line up for the game of million

There are eleven leams

lar their shoot em up

















▲ The distractive 8:tmap's metallic look organics Xenon One team captain

namesmanship includes a

The real key to Speedball is mostering the art of

challenge

If I were to pick on anything

▶ GRAPHICS ► SOUND

► VALUE

► PLAYABILITY ► OVERALL

8

6

### UPDATE . . .

Image Works Is investigating the possibility of a 64 version but at this stage admits Amiga and ST versions are now complete and will be an sale soon. An IBM PC and compatibles version require a minimum of 512K to run. Image Works signing of a deal with the





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How big is a big film Absolutely huge - at least if Big (PG) is its title Big ha raked in the lug bur ks all across America and that's despite the fact that it bears an uncarroy similarity tu Vice Versa, which appeared here in July plus a (miple of other American musies which never made it across the Atlantic The superpatural

stury-line that has given linity word its bail case of dem va is that idd chestmar about young boys who heenne grown men overnight Wand stripes ivthat a lut ut middle aged producers have been regretting the good old days of their lost wouth recently! which is better - Vine

Versa's rule reversal or these Big mbs<sup>et</sup> Big has a ling, hrat pack star, Tum Hanks, but you dun't get to see him until after 12 year old Josh has maile a wish on an archair arcade machine which transforms hint from a troubled teen notes a thirty-five year old man overinght. Let's fare it being handsome Tim, Hanks is one hell iif a belo iyhen if comes to pu king up garls But Josh's parents dott't

take too kindly to a 'stranger' strolling down for breakfast and pretty soon their sun is iin the run ivith his hest friend Billy, who belos hum hide out ur a sleazy

It may sound like a dream to be an instant adult, but pretty soon Jush discovers that it means finding a mb and carning a living, all of which makes school sound pretty hip. However an dbening in a toy company gives the big his his first fout on the lail der to success Who could be better when it comes to telling a roy manufacturer how to surceed than a twelve year

Billy's search for the fairground machine which will return his friend to normal, and Josh's affair with a heautiful colleague who doesn't realise that the heeds with is young enough to be her son, make for an entertaining hour and three quarters, linking fun at a list of so called 'grown up behaviour. Tom Hanks cleverly suggests a twelve year old adnft in the adult

### Screen

"Haile"," to all you horror hounds as weird Ward R. Street mixes a witches brew of new movie releases for halloween



imagigrants, all handing

In 1851 America ivas

around the New York

that could get the

world and if, in the end 1

preferred Vice Versa, the bublic has preked Beg. su see them both and make up your DWD TOTAL There are more strange

duings down at The House on Carroll Street (I'G), hur they re not of the supernatural sort. Instead

plunged into paraminl we re in the world of spying. FBI agents and illegal



cummunists and the cluef moustur was Senatur Joe McCarthy, who who pred up such a sturm of fear and logthing that anylogly who was not a rabul right-winger

was susperf Emily Crane is just such a victim Unwilling to account McCarthy's mailitess sho loses her joli ion a magazitie und is formed to take a montal post reading books to a rich ald ludy. One afternoon strolling in the woman's

garden, she hears vinces from a neighbouring window German vinces - and her

suspicions draw her nito a deally plot

Emily Crane is just the sixt of strong woman we see all tu seldam in the cinema ves, girls are good for things other than screaming and being rescued liv big, burch man. Kelly Ni Gillis is the perfect chance to play her. However even a topple dance can Lalways ger nur ni trouble by berself, stort's a good thing Jeff (Somethrug World Daniels is around to give her a heliumg band gund Director Peter Yates

knows just what makes a good thriller - remember Bullitt? - and as the ornspiracy deepens and evil Mi Carthyite investigator address. It's the sort of thing Salweit, simily played by Mandy Patrikiii, clases his neuthbourhood a hail manuel claws around the comple, the suspense builds. It all eulminates in a chase in the hysteria of a kind not seen classic Hurbruck style since the Salem witch hunts which should keep you up sent innucent ald wamen to the edge of your seat to very

the stake. The targets of this last milment If Curroll Street contains all that was best about old fasmoned mysteries. Nion (18) demunstrates what's Worst about modern confilms. It's shi k and sick sleazy and noisy, with little logic but apparently pussessed of a belief that you have to throw ut an explagan or some other violence every five minutes just to keep the authence

> Nicii Toscanira grew up on the heavy South Side of Chicago, tramed as a martial arts master before serving with the CIA in Vietnam then, baunted by menories of a lirutal interrogation specialist named Zagon, who ivas a dali hand with a hypadermir full of dangerous drugs, he became

a mip. No surprises that he's hardly the friendly lightly on the lmat!

In Jack Niou is a fully fledged pulsee neve hund has the short first school. One day, while rheerfull roughing up a live life ilitie tleaber, he's tulil of a smuggling poeration - only nistead of drugs the shument cuntains explosives, which lead but back to his arch nemesis, the hype hampy Zagon Who'd have thunght?

The film contains one seene of arm-spanning vodence which even had a cinema of hardened entics reaching fur the barf bags grossness of it all! Somewhere in the sound and fury is an artark iin US invulvement in Central America - but it's bardly cauugh to risdeem this gratuitinisly godty con

From horrors of the human kind to superial ural nasties, as Britain's answer 111 Nightmure on Elm Street tries to disturb your slumbors. Unluckely the Dream Demon(18) arms to he rather more arty than Freddie's fear fests, which child senil gare bounds to sleep rather than making

Stoaney Drana - well. she'd have to be, sharing a name with a Projects - is about to marry dashing Palklands hero Oliver in a perfect, rural English church. Then she slaps lum and his head falls off and well, you guessed - it's all a dream! But it s a reasonable the waking and sleeping worlds become increasingly intertwined Unfurtunately the film proceeds to descend not into bell but towards the bargain basement and boredum

Alone in her London flat, the nightmares continue to barret Dr. while utitside she's besieged by a comple of low life, sensatorn seeking journalists, Witt. belching. bouging hacks working for the great British press? Nevertil Actually, these two News of the Screws resects are supposed to be from a by al paper, which is a littleunlikely to say the least Worse, they're played by Jimmy Nail and Tim Spall, of Auf Wiodersellen Pet fame - two fine actors working alone, but teamed together viiu can't help wondering when Lumber and the rest are going to appear!

## Screen



borrower such as Tem Small degenerating intil a menstrum, pustulani slutture but they're not really worth staying awake

fur.
Those things that gu bump in Polterweist III (18) have also scared everyone so much that the film, which I reviewed in August, has been our back to this month However desinte some very clever trucks with mirrors it's all fairly urrhinary stuff.



A gutlue v American girl. Jenny, befriends Di in the now unlikely lashum, and before you can say. Welcome to my Nightmare she ton is part of yet another bad dream of a British movie. There are a few morrents of choulish



which somehow manages to leave one of us characters trapped up the other sale and pulsetly strying a damn calling in an expircisi in case

n means yet anuther senticl There should have been a mixed assurtment of laughs for hard centred ghouls in Consuming Passion (17). the story low boman flesh in fading sweets retuitany sales figures. But this flark comedy is plain, saft is nired and sickly, which is all the more amazing as it's hased un au idea by Monty Python's Michael Palm and

ambitious young trainee at Chamley's Checolares fibresn't that name warn you what to expect®) whose clumsy incumprience cau a warkman tu shu into a production line val and emerge as a filling for the cream accurtment Inevitably the public takes to the new taste and Farris, the cumpany's lirash new manager, justs milites before morals as he realises that cannibalism is the recipe to striken rich Consuming Possibas is badly written. clumsily directed and sloomly arted. A real

passion killer, in fact But just as you're almut in give up on British films along swims A Fish Called Wanda (15), also involving a furmer Pythun, John Cleese as a starchy harrister, Archie Leach who finds himself falling in with a gangster's mall, played by the delectable Jamie Lee Curtis, and sudificily discovering that there is more to life than his muldle class narent

and family Cloese is time of the funniest men in Britain and the mereasingly bizar experiences which he unilergues give him every importunity to make the most of his talents. Also watch nut for Ma lead Pales, refleening his haull in those flesh filled rhoccies as the owner of the fish called Wanda, who gets chips stock um his nuse by an American thing The film has been a linge success in the US of A. proving that when we Brits get it right we can build our nwn with any Hollywood production. Ban your book and catch this one when it

surfaces near you!

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in the lost few months, the legal wobblies over Groffgold have lended to cause more excilement than their games in the baffle between Hewson. and Telecomsolt over the rights to programmers Andrew Braybrook and Sleve Turner's work no one seems to have come out hest so far Freebird have come up with Magnetron (very much a re-run of Quazatron) and Morpheus. a pretty bul unployable shool- 'em-up

Maybe Soldier of Fortune will be the turning point

sequence is graphically uninteresting and doesn t add much to the game, so d's no loss that the Spectrum version doesn't have one here d'suist o matter of linding lokens hidden on the bodies of dead adventurers and collecting enough to earn you the protection of a quardran sprrt as you tight against the Irnal monster on each level.

The Commodore 64 version. Then, is a dead slandard, pretty borina pol barler which does little to add to Graffgold's epulation. The Spectrum



walk, run, jump, clmb and open doors, oll under

Written by John Cumming. it's not what you'd expect from Graffgold at all. If s a lantosy arcade adventure rather than a space extravaganza, and it certainly doesn't set any new signdords in either orrginality or programming excellence.

You'll want to know the plof although frankly II's the normal sword-and-sorcery losh Evrl mage Krrllys has unleased a horde of demons on the world by domaging the Zodroc Power Source Your lask, as either Tarlarus or Teron for both in the two-player version) is lo lind the Source refurn it to its

rightful place and save a whole lorest full of groteful

Tarlarus ond Teron con

joystrck control, in Iwo player mode, the game "comera" affempts to Iollow whichever player pressed his lire button trist so it's m your interest to strok logether if the other player disappears of the screen. he will lose energy swillly The Commodore version has very poor background graphics of frees.

plotforms, ladders and walkways The monster soriles dance around smoothly while the screen scrolls ground, but the design is so poor Ihol you can'i make oul whal most ol them are supposed to be - bols, wolves whatever

In lact. The whole production looks like a Ghosts and Goblins, write only the excellent theme musto and soot effects

leeling more up-to-date Incontrast. The Spectrum version looks completely different, with larger, more interesting sprite designs, nicely defailed status indicators and decorative screen borders. They're like two completely different games, and the

rmmensely superlor What they have in common is the basic plot In order to complete your qued you have to collect magical lokens, Irnd your way through mystrc transporters, and obtain new weapons to prolect you against ever more hercesome enemies in the Commodore version, you can enler shops in villages and, if you have found golden lokens, trade with the villagers for extra weapons, shrelds, keys ar scrolls The Iradina

version, in contrast is Interesting and rmaalnalive, lealuring touches like Ilvino platforms, giant monsters and Imaginatively destaned spriles which make II more than your run-ol-the mill pixie shool- em up

➤ GRAPHICS ■ SOUND

▶ GAMEPLAY 8 ▶ VALUE ► OVERALL 65% 81%

### UPDATE . . .

Soldier of Fortune is due for release on the Commodore 64 and Spectrum on October 19th. There are no other versions planned.



C+VG's role-playing expert. Wayne, dons some protective clothing and enters the Bloodbowl, then travels to the post-holocaust world of Twilight: 2000. to mount a last-ditch NATO assault on Poland. There's also the usual stack of FRP mail. When are you going to write in?

# Bloodbow

- SUPPLIER: GAMES
- P COMPLEXITY SECONDES

with American football, or are Rules, which carer for even a fau, the game should be advanced play. Again, these

the same evolved how the

mastered the basic rules, you

GW has tevamped it, made it



pitch that measures 100 by 60 allowed on the pitch at any one

such as setting up the game, the There are pages of examples,

you get two teams of 16 out of detailed stone erev.



# æ

score at the end is the winner

Furthermore, the written

However, despite all this, my people who think they would

- ► PLAYABILITY
- ► COMPLEXITY ▶ DESIGN
- ► PRESENTATION

# Twilight: 2000

► PRODUCT: TWILIGHT: > SUPPLIER: GAMES OF

LIVERPOOL.

DESIGNER: FRANK CHADWICK

> COMPLENTY: EXPERIENCED PLAYERS.

➤ PRICE: £11.95. ➤ REVIEWER: WAYNE

claim outright victory. The war warlords, private arrures, and

After the bombs dropped the war changed. Tanks broke down and couldn't be received parts. Most of the technical weapons fired all of their ammo, and, as no one was

murderous bands of deserters roam the countryside. This game is all about survival and your capacity to ensure it!!

The technical problems are immense. There is no gasoline. modern equipment is almost non existent and ammo is hard to come by. You are to a very



playing system for a Role Playing Game that is set on earth in the year 2,000 after a nuclear war has taken place The players play the part of soldiers, left to fend for themselves as the organisational structure and

communications of the army Since 1995 the armies of the world were involved in an all out war. Around 1998 the

nuclear bombs began to land and although every country suffered a great deal of damage, no country could

at one time out 20,000 people into the field were lucky to put 2,000. Despite all this the war

continues. The players characters are allied to name your mission is to make a see what breakthroughs you

You will soon find out however that the war is the least of your problems. The warring factions are not particularly powerful and the real hazards come from local

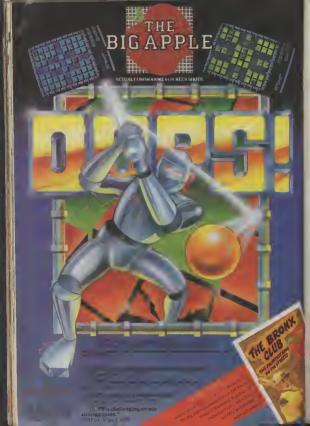
frustrating position as you some cases, the bluenrints or supportive written material. however you tack the essential items to make anything useful.

The product comes in a very colourful and well illustrated selection of written material. including the play manual, the referee's manual, a large list of charts which include the equipment available to players and the cost a introductory adventure called "Escane

centinued on page 77 p



► VALUE



# v MOLe-FLAV

From Kallisz", record sheets, a large full colour map of Poland, carca 2000AD, plus four six-sided dice and one ten

The play mannal should be read first by both the players and the referee. This introduces them both to the game with a fragmented background of the war, then Generation, which is fairly simple, time and travel. Combat The combat system is very realistic and covers all aspects of warfare from hand to hand fighting to combat by

if they are to last one day in this. same. All those loval sun-ho. John Wayne types won't last five minutes in this name! The main thing to bear in

mind is that Twelvete: 2000 is what sets it apart from most constant change, adapting and holocanst and the war. Most fairly stable environments. however in this game things

the FRP pages! Sheffield two months ago may be wiped



"A friend of more told me that lead ministures are essential when you bny an FRP. Are they? I hone not because I can't paint an Orc's nostrile

Also I can't seem to find way, keep up the great work on

Mark Storey.

Thanks for your support Mark. In answer to your they certainly help! In sword and sorcery games, mimatures was you a feel to the same and help the poor old GM keep track of where the player characters were. However, it you were to play a same with more humour like Paranoia or Toon, then you wouldn't need thent at all, as fun and frolics are what those two names are all about. Mimatures are only necessary of the FRP you're

The Druepproor problem is a common one, as I have The best bet is to write to Standard Games

"I live in Holland and I find it It very difficult to bny FRP material anywhere. Could you let me know a local hobby shop Middy. or can you recommend a reliable British company which The Aimeg version of will export the various FRP snodies to me?" Michael Van Lam.

This is tyracul of many letters that I receive from people all over the world. To solve this problem, I have prepared a FRP roads. It is ideal for

foreign players, but it will also he helaful to potential I'k players. All you have to do is send the as a e and I will

"I really want to go Live Role Playing, but I live in the North of England and nil the LRP societies seem to be rnn to the south! Is there anywhere I can go, which is not too far away. so I can participate in this Rico Gusman.

Well Rico, get that rubber sward ready! "Solen Of Adventure" is an LRP society that is based at: I Scatsback Rd. Burnage, Manchester.

My spies report that it is well worth a look. They have and one or two enclosed

Turnhall at the above address or give her a ring after 6pm on 061 2248801. Happy 'I am an avid computer role player and have an Aruga, I

have completed such games as "The Bard's Tale", "Ultima" Iseveral versions) and "The Ancient Art Of War", bur I can't find any more. Please recommend a few more for me and let me know when the Amiga Version of

"Dungeonmaster" is coming ont as I'm desperate for It!! Paul Watson.

"Dungeonmaster" should soon be on sale. If for some reason it is not out, I would suggest pertury hold of 'Levend Of The Sward' which is very entertaining collingacing on the Anusa version of AD + D. which, as have Dungeonmaster by now, that will keep you occupied for

a couple of months!



weapon, Combat resolution is

more than the players It encounters and an additional rule, system. These consist of rules that cover such topics as trade and commerce, line of

Twilight; 2000 is an enjoyable if sometimes complex game wits, endurance, courage and A friendly village encountered two months ago may be wiped out by opposing forces when re visited. A well equipped military unit may turn into a character must learn to adapt

out by opposing forces when re-visited, A well equipped military unit may turn into a killing their officers and a neuceful secure area may

I would recommend this same to fairly experienced role sword and sorcery campaigns ontlet for their underworked tmaxinations. Players new to role playing would find this a particularly daniting task and something simpler.

- ➤ COMPLEXITY ▶ PLAYABILITY
- ► PRESENTATION ► VALUE
- ► OVERALL

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### FOOTBALL A CRICKET

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BELY discrete Parasis legs. First Principle Proof Out in the SUDDLIN DUAL PL. 21: Maps Duze As look means Duals in Clargest of Extract 95 bits Selection Chan Time 7 Silk Leview Externor Look and Committee Changest Selection 1 Silk Selection Chan Time 7 Silk Leview Externor Levier Tailor Pril Land March Mari Chan Collection (Land Transport of the Changest Selection Changest Changest Selecti

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# Play By Mail

Whether or not you are for the postal strike or against it, one thing is for certain; it has drastically affected the Play By Mail hobby, Many C+ VG readers are actively

mynlyed in PRM so we asked Wayne to contact the major PBM companies to check our what is happening and how they are coping. Here is his special report

No PRM'er be it company or player. likes a postal strike. It is the one thing that throws the whole hobby into atter chaos and confusion. As I write a settlement has

supposedly been ironed out. but it still seems very dubious whether the whole matter has been totally resolved. All in all it is enine to be a testine tim for many of the smaller PBM companies, as they depend on the regular cash flow that their game generates to survive 1 would not be saturised to find that after the strike a couple of the smaller companies have

folded. The larger PBM companies have the experience and the financial resources to weather the strike, but even they will find life difficult the longer the

Keyln Cropper, boss of KJC Games, has had to pay off most of his staff for the duration of the strike, as they have processed all the

computer moderated turns available and have no more work to do. A skeleton staff have been retained to process any turns that are telephoned m and to program KJC's new projects. They can't even post out the backlog of turns that they have dealt with as the post boxes are sealed Basically. because all of their games are computer moderated, they have come to a virtual

standstill However, they are ready to resume work at a moment's notice Sloth Enterprises' Simon

Letts has confirmed that they too have also dealt with any backlog of turns they may have had They have retained all their staff and are busily engaged in newsletters, game history, special encounters. same generation and the conversion of various games to PBM.

Once again Wayne, the man whose mysterious missing last name is the talk of PBM-dom, returns to the fold to "rap" on the subjects Epic III. Felipse and the all

> important postal strike . . .



computer whilst they wast for the end to the dispute.

Jade's head honeho. Tim Cann, has also been able to process the firm's large backlog of turns. He and his staff are taking advantage of the full in work to upgrade and revamp Global Supremaey, a PBM that he bought from the

now definict Mitre Games. Standard's Dave Norton couldn't be contacted, but his turns were come either in or out of Standard's buildings and Dave himself was off else where conducting very secret talks about obtaining a new

The Laboratory's Paul Borresson said: "All was still well at the Lab We are working on computer upgrades, game extensions and

generally picking up on things that should have been done a Rhann right hand man. Steve Upton, is re writing his newly acquired game Tribes of Crane, another ex Mitre game, and generally "doing things he

That's how things stand with the major companies at the changes, you'll read about it

for a playtest of all Rhann Games' products 'This playtest was carned ont by a small handpicked group of C+VG reporting to me on a regular basis. Here is the group's sender

Rhann's major game is Epic III - The Kines Game, It is a totally computer moderated. open ended, sword and sorcery game, where progress is made by strategic play. A player who is good at the diplomatic side of PBM will do well here. The game is of average complexity initially. but progresses into a more complicated mode as the same advances. The turn fee is £2.00 for basic rurns and it can increase depending on the size of your kingdom.

have to choose a leader for your small army. This leader can be one of six character types, Warlord, Necromancer, Wizard, Arch Priest, Merchant Prince and Nomad Clan Chief. All have different, but balanced, statistics You then have to make several choices including the selection of your homeland and the election of secondary leaders. Once this is done, it is up to you to conquer the world, nsing your leader's

When you start off, you

some of which are discovered as you go along. There are your personal henchmen, who are used for spying and assassination, magic nems and artifacts that can be either a blessing or a enrse to your forces, and troops who will obey your every command - if you have kept their moral high enough!

The game has many aspects.

Rhann have worked hard on this game since they obtained it from Anstralia and they have added some mce little touches. moment. If there are anyradical All battle reports are free, as are henchmen and wizard reports All orders, over 80 of them, are impartially resolved

# Play By Mail

both land and sea combat options, Furthermore, company director Steve Lipton is only too pleased to help players who have problems in completing, or understanding their turns. I must admit that their personal rough really

impressed me. The game certainly impressed C + VG playtesters Steve Smith (Oldham) and Sinclair Scott (Holland), Steve called Enic "The best computer moderated PBM I have ever played", and Sindair said "I can hearfuly recommend the game to any prospective empire builders, since it is not simply a game.

but a real power struggle." Overall, the playtesters really enjoyed Eosc and the above two comments are representative of the general opinion. In fact I did not receive one bad report about it

from over 20 playtesters Echpse is by Rhann i had a whole game set up for C + VG readers, which meant that 20 people could play for nought. is a game of space exploration around a star system that compromises of anything between 180 to 220 stars. The aim is to conquer two thirds of the system either on your own or with an alltance consisting of several players.

Once again the game is completely computer moderated, but this time it has fixed deadlines. This means that you have to get your turn details to Rhann by a certain date or your organisation will suffer the consequences. Before you begin, you must choose one of six races Human, Lagran, Casark, Wevan, Sagon or Arrane Each has differing characteristics, but as in Epic they are balanced out so there

is no one real advantage. complex, and involves a bit of number crunching, but you soon get used to it after a few reads. Everything is covered from space floets and armies to computer controlled forces. Filling the turn sheet in it a simple affair, with the turn

of actions performed.

as a result of a few annoving quirks, Nigel Parsons, Cardiff found that "some of my orders cheques should be made to were incorrectly imputted and payable to Rhann Games and this ruined some of my turns"

by the computer and there are price depending on the number interested in being amonest the first players in the re-launch, The playtesters thought that all you have to do is send £1 00 the game was OK, but suffered to cover P+P and you will get a free rule book, gart up in the new same and a free turn. All

and Kes Savage

(Southampton) said that "The printer nöbon jumped sections. "Down, Shep!" at the end of the page, printing things where they shouldn't have been." However, Kes

went on to say that if "Rhann game prospects look excellent overall." I have always found Rhann ready to listen, and as we speak they are overhauling Echpse, so that it will be a quicker. nore detailed game. Who says

nobody listens to playtesters? If anyone is interested in playing any of the above games, I have once again managed to obtain some special discounts for C+VG readers. A start up in Epic usually costs £5.00, but C+VG readers can iom for £2.50 and get two free turns. Turning to Eclipse now. If anyone is

could get their act together, the proof of purchase Rhann has now obtained the rights to run the old Midgard game, Tribes Of Crane. They have changed slightly by bringing the history for ward 300 years and moving the technology back 300 years meaning that there is a 600 year technology gap. You play the game as a tribe that wanders a strange planet, aiming to survive and erow more influential. Rhann have computerized the record keeping side of the game, but have docided to keep the hand operated part of the same.

Furthermore, any player that joins the game will not be disadvantaged by being issued with a small tribe. Rhann propose to take a mean average of all the tribes in the game and none new players with tribes the size and strength of that

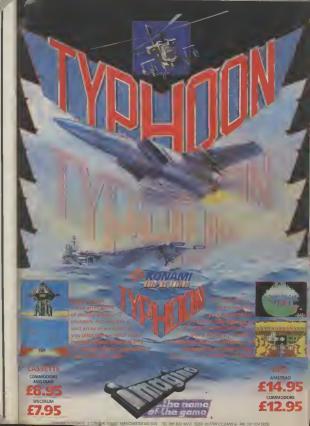
Merlins Kingdom has come up with a new concept in PBM It has started a horror/detective game, set around a mythos similar to the cult Role Playing Game "Call Of Cthulhu''. They claim to have combined "serious roleplaying with some humorous aspects," which could make it very entertaining Players can encounter any aspect of the unknown from magicians to spiders and vampires and voodoo Players may choose up to four character types to help them in their adventures. They build up their characters skill as they progress and their object is to become "Master Of Feat, "There is a large problem solving element to the game and it will appeal to people who enjoy a "thinking" game rather than a "combat" game

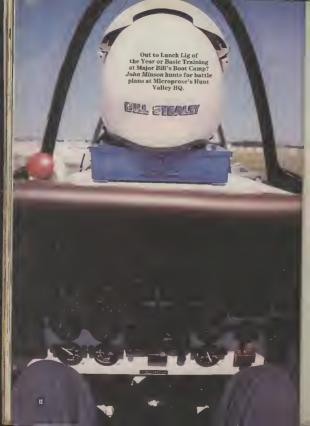
Start up and rulebook costs £5 (0), whilst turns cost £1.50 each. All cheques, P/O's should be made payable to Merlins Kingdom and sent via C+YG with proof of purchase.

What with the football season just starting (as I write) ir should be topical to mention GAD Games, Soccer Supremo s This is a game where you play the part of a manager of a ficticious football team in one of two different leagues, which consist of international club

You have to ensure all the ups and downs of football formations, tactics, sponsorship deals, coaching, youth team players. physiotherapists and trainers. International country fixtures

also feature. So, if there are any budding Tony Cottees out there, all you have to do is send me an s.a.z. and I will arrange for a free rulebook to be sent to you with GAD's compliments





# MISSION MICROPROSE

Baltimore, home of the Orioles basebuli team, edible crabs - and Microprose but I'm here to infiltrate the simulation specialists' offices, train in the basics of modern warfare with their high profile chief, Major Wild Bill Stealey . . and hopefully return alive.

### ROLL CALL Monday 22/8/88 -08.30 hours

The day starts early at Microprose In the gathers for the Monday meeting. The almosphere is lighthearted as the Major runs through introductions departments, and notes that the company has leaked a dealer demo disk to software distribution.

"Is there anything else anyhody wants to share with the group?" Bill asks. There's not, so we set out on

This is a low security area, but, "Make sure you wear your badge at all times when you're in the areas with blue carpet," Bill warns, "That's where development takes place," Here are the programmers' offices, each decorations, More seriously there are large scale maps and posters of military badges - everything to

This is also where Sid Meier, co founder of the company has his office. Its has a unique method of currently he wants the



ompany to do a game with a BATTLE PLANS





miero limitations, because as Arnold observes, "We're more Imuted by bardware than our programmers' ability," Designers work closely with programmers and graphics artists throughout coding

Finally comes play testing, One expatriate British programmer told me that in the UK games are lucky if they get half an hour's trial the duplicators, bugs and all. Compare that with the four and a half months that impossible for Microprose to name release dates until the program is complete, but it does mean that they can half-finished product.

### UNDERCOVER ACTIVITIES 11.30 hours

Airborne Ranger. Microprose's areade simulation of ground combat behind enemy lines, p.n't. new to Commodore and Amstrad owners, but there's a Spectrum version on the way, which looks like it's captured the excitement of the original. While it strays from strict simulation, its success means that a sequel 15 on the cards.

But if you thought creeping around on your belly was secretive, wait ull you try sneaking into foreign embassies as one of the 'grey men' of intelligence - the spies who will be disowned ever captured It's called

The secret operations scenario was suggested as a Ranger, leaving game about the topic. He decided COMING

BURNER

**ACTIVISION** 

SEGAT BITITUTES DIS The gene has been remarks
who is now how the four interpreted by



# MISSION MICROPROSE

that the real interest was in these men who never win medals - if they're successful, pologly ever hears about there! Their dirty tricks range from theft and heaekmail to recruting double agents Only assassnation has been

You can choose from the CTA, with lavish resources but inept support, M15 with fair resources but good field eraft or lynel's Musall who are great in the field with resources that border on the primitive. The KGB. mevitably, are the had guys Onee you have your mission you move around the world, approaching government agencies In London you can visit M15 - let's hope the man locations aren't accurate or it'll be banned under the Official Secrets

### ORIENTAL OPERATIONS 12.05 hours One equatry not featured in

Corer / Artion is Iapan - list it has a game of its own. Provisionally tuled Samurarai - though this will change - it's the official follow up to Pirates, combining role playing with a strong graphies element and simple menu commands The secret of successful Samurai-ing is to behave hononrably, according to the codes of sixteenth century Japan Be a good guy and you'll overthrow evil warlords in one to one combat - and unlike Pinutes, where the duelling was seen side on, in a single plane, you'll dodge and weave in full three distensional glury

Wild Bill Jakes to the skies

Sawaras has to be the first, that tricks with a plane role playing game where you which doesn't officially establish a dynasiy If you're exist? Well, the Swedish Air successful, your children take over the empire that you established

Micropruse is also invading Japan in real life. with the establishment of an greental office. Not only are they successfully selling Origin's (String role playing

Force has used Microprose's

version for its air raft recognition manual suggesting they ye got something right! This is confirmed by the member of the top licass who told Bill that he's well over mnety percent accurate!

Managerase are moving into the groades.

series to the Nintendo market (using two lov eards to make choices) but there's even a demand for WW2 simulations like Helicat Ace. in which the enemy is none otherthan .Japan! Alth-sol

### SOFTLY SOFTLY . . . Tuesday 23/8/88 -10.40 hours

"The theory of stealth fighting has been around for a long time. It's just taken ten years for the Pentagon to devise how to do it " Major Bill Stealey is talking and he should know, as his Wild Bill' card proclams, he sa Chief Advisor to the Journ Chiefs of Staff F-19 Stealth Frohter is a

Stealth Fighter for the PC Bill reckins it's new even mure accurate but on't

Stealth fighting is the art of sneaking in helow enemy radar and avoiding their planes to infiltrate territors and hit crucial rargers It calls for highly specialised equipment - the F-19 - and nifty low level, silent'

### HARDWARE WARS 11.15 hours

Compared with Bill's Lupkin demonstrates the Californian, land back attitude to life. He also has what may be the luggest new sal the visit Microprose is getting into

con-op machines There couldn't be a better choice than Gene to head the new operation he was one al the tounding fathers to Arani His team of fifteen are now working list det tot get

3D Technologies, to give Microprese Coin-Op its proper name, first machines ready for the new year

Currently video games have 2D comic style graphics.' Gene explains. We're dedicated to puly gun graphics, 3D simulation and long play.' This means we can expect various missions. just like the home computer versions. But it will all he to a much higher resolution -60.000 pulygons per second

instead of the mere 300 that

make up an F19 landscape on the Pf We can also expect the large environmental columnts that let we really get into the action, and Mieroprose have had special ehins designed. Subject to the Microprose Official Serrets Act. Gene wan't say more than. It's safe to assume that our first release will be a flight game

### REST AND RECREATION 11.55 hours

It starts to look like Microprose is planning an American invasion but the British strike has k when it comes to another new denarture - sports simulations Perhans down heartened by the Origles dismail record in their national sport, the first release is not baseball but . .

But this is no ordinary game of footie Metrograss Surver includes everybody's favourite features of the game - such as wind and even ram! And following the meyitable Saturday alternoons downsour rhe wet grass. This is a real

▼ Wild Bill's ande and ray!





# MISSION

# MICROPROSE

simulation and Stewart Bell. Microprase's Eurapean MD, rokes that they spent hours consulting atlases to get the geography of the pitches

### THIS IS WAR! 14 00 hours

Middle Eastern terrorists have destroyed a crucial Russian oil refinery A bomb The Americans are blamed though it's actually the work of KGB fanatics who plan to use the uproar to detract from the ail crisis But they get mure than they planned for and suddenly there's a Red Storm Rising with World War III blowing up a

gale Tom Clancy, Red Storm's multi-millionaire author, is on chatting terms with the Pentagon chiefs of staff. making him the ideal person to team up with Microprose in a strategy simulation. To demonstrate how this latest blockhuster has become a game, Bill Stealey has forsaken the skies for a submarine, with Tom Clancy in attendance to ensure that the free world is saved from the communist menace!

Stalking convoys in a sub calls for more patience than dogfighting, and almost immediately he sleft Holy Loch, Bill wants blood He sets course for the seas north of Norway on the large scale map, which also indicates satellite patterns and masor flash points as the war progresses Meanwhile Tom sits back, offering expert advice The guy abviously has an endless wealth of knowledge, not just a military equipment but also the best way to use it.



Pretty soon Bill is rewarded as he comes across war. Even then it took four Russian ships "Keen your speed low so that you don't alert them." Tum warns. Bill prepares his turnedoes and cruise missiles - the choice of weaponry is staggering then lanne hes his attack Unfortunately his first cruise is intercepted

stayed up all night to win the plenty of saves. Be glad it's unly a computer game

### CHOCKS AWAY! 15.20 hours

My training is over 1'm now experienced in everything from stealth fighting to submarine battles, not

"Always fire more than

one," Tom advises By now the Russians know of Bill's presence and it's time to take evasive action. diving just of the immediate danger zone. There are guided torpedoes on lus tail but knowledge of their logic systems allows Bill to turn away from their search pattern and lose them. The hattle continues, with Bill taking a hit but destroving four Russian ships before he has to limp back to port. He wants to hang around rather than diving, but Tom suggests that discretion is the better part of valuur "These airfurie types are so

bloodthersty," he chuckles Back at Holy Luch, Bill is awarded a Bronze Star, More

laughter Iront Tom. "Crap! You get a Brunze Star just for showing up " Bui Bill's not tgo dawphearted - he

forsetting excursions into espionage and even ancient Japan1 There's just une thing left . Miss Micruprose

Mass Nucroprose is Nator Wild Bill Stealey's true lave. She's his ultimate toy - 8 37 year old, T-28 Youan set framer. Sure you can get a buzz from flying simulated ilosfights on your injero, but this is the real thing. Okay Leonfess - I'm au

orthodax roward. Does Bill really want a chicken in the rear seat? Knowing that the squat little plane's single ones un a nearby flying boat does lettle to ground my liutterfaes Bill hands me a plastic bag 'I have never made one person ill in my plane," he says "1 do not

want to start now But here I am, being strapped in to the tiny cockpit, with the same controls you'd find in a set fighter, listening to

warnings pol to touch the red lever and not to get my camera caught in the stick If survibing really did go wrong would I be able to hale out and pull the rip cord? Tou late - we're taxing to the run way! Take uff

is smoother than the 1011 that hrought us to Baltimore. and we're up and circling round the arfield. "You enjoying yourself. John?

comes over my headphones 'Fine . err, roger that, Bill." I stutter into the intercome. 1 m stuked

We hank steeply towards the runway and we're coming in to land - then about ten feet above the ground we level out and Bill zoums onwards, waggling the wings from side to side a stunt guaranteed to induce heart attacks in the tower! Suddenly we're climbing, pulling around two and a half times the force of gravity. Thank God the intercum isn't un as l let go

an involuntary battle cry land it's over too soon Bill let me off easy - no luops or rolls I dun't know that I really deserve the 'I chested death with Majur Bill Tahiri Maybe I cheated air ' would be discomfort more accurate! But the flight was enough

to help me understand

comething about simulations in general and Micropruse in particular Now I can relate to the thrill that Bill feels when he's learnhing target ranges - the thrill that he wants to communicate in his software These are Bill's tays and he wants to share them with

▼ But the reds are getting away!



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Village of Little Moontog has come under the Cloud al Jasper Quickbuck's plans to turn into into a vast housing estate for yupples served on the residents and demolition teams of

trolls are paised to move in fnarld is back, that Indelatigable Gnome Ranger and she is unperturbed. In part one of this three-parter, she is getting up a petition against the development plece of paper she is carrying has no names

written on It. Still, not to worry, you are there to help her. So how about papping In for a alass of scrumpy, and collect a lew signatures at the Green Gnome? Perhaps the landlord Jumbo Butterrface, will oblige, and some of his customers too - there's Mrs Crowley having a few for a

Along the road at Terry Cottage, Boney Spratt is nat having a very good day's

worth len negative paints Somedays he fishes, and so it pays to examine each KC shores a drink with the dwa

# ngrid's

somedays he lerrys, but these days he is nearly always fishing, to leed the growing number of customers walting at the Green Gnome for a ferry What can be done to Cheer him up and

persuade him to slan? Then there's your uncle Dundee Holfvard, at the MIII. Nice little place, only recently builf, and well-sheltered from the wind. It would be such a shame to knock that down

for yupplest

But Dusty is certainly well the steam roller and steal guorded against intruders. What with a yard full of killer Chickens, and that baracode he's putting up inside the mill. collecting signatures for a ewarding but some signatures are worse than useless in lact they are

prospect, and think a bit before showing the

When complete, and with the petition presented. the game moves onto part In nearby Gnettlefield. Quickbuck's agent is on the prowl, Infent on stealing the deeds to the larm. Whot's more, a steam roller manned by ugly trolls Is heading inexorobly up and walf-whistle you as you arrive to investigate. The object of this part is to stop

In part 3, you have obtained o pasition as residence and report to the mansion for duty, in reality, Dalsy, you are searching for evidence that will put Quickbuck behind bars for

a long time to come! I have aften found

difficulty in deciding what to try to do in recent Level 9 adventures, since the plots have been very open, with Ingrid's Back, Pete Austin Introduced a new palicy in adventure design. That is

to make them much easier progression to more and more difficult puzzles. In part 1, the player's objective is a frequire hunt In disguise, and the



4 Level 9 show they can out pixel partlest of beginner will lind no great difficulty in moking progress Not that it is all piain salling, for there are puzzles that will have the

more experienced player scrotching his head how to go about things. You will need to get Dolsy to help you, you are told, But It is not at all abylous what you should be telling the ever-grinning Dalsy to do. However, some sharp observations should give

you a few ideas, however false things seem.



(ngrid's Back comes in a new design of package. Similar in construction to the Infocom Packaging and similar in looks to the ortwork of earlier level 9 classics such as Emerald Islas. We see the return of the attractive white-on-black 'L9' matt pordering a full cotour picture of Ingrid. Inside, In apprapriate disk or



Gnettletteld Journal, a torty page booklet complete with loading and playing Instruction as well as some further extracts from Ingrid's diary Worth a read n it's own right, it can also give you a few ideas about some of the problems in ingrid without actually giving the game away

Ingrid's Back is enhanced with a complete change of grophic design out are misty digitised pictures of Ghome Ranger and Knight Ora, and in are some pictures. There are fairy tale country cottages,



▲ Oh dear - Ingnd is threatens pubs full of drunken

gnomes, and Idyllia country scenes, that all really add atmasphere to the game. The screen shat shown here comes from the Alari ST version which also supports mono graphics

on a high-res monitor Nate however that not all versions have graphics achieve quite the same standard. There are many Into the Level 9 adventure system, that make the mechanics of playing the game much easier RAM sove is available an all but 48K Spectrum, Amstrad PC What's this - Ingrid think she's

and small BBC's. OOPS takes you back one more, and is available on all disk versions, with Picture sliding to reveal the fext hidden behind if. previous command editing, and picture of

to avaid unnecessary disk loads during play, are available on a number of

Inarid's Back has the tunniest humour of any Level 9 game yell What is Mrs Tackhammer's wardrobe, when you break Into her bedroom and find her lying red-taced on the bed? Begotrah, he isn't

having trouble with his teleport spell and somewhere else

allogether? As you leave the house together he suddenly remembers he's left his magic wand upstairs, and goes back Insisting that you do not

Without a doubt, this is the most enjoyable Level 9 adventure those played to

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# Helpline odvenhee Act um his sew com help. Advenhee Helpline Helpline, C+VC. Princy Court, 30-2 Enring don Lene, Look field November Lene, Look fiel

There are still people

Irrelitevably stuck in

Steve Meretsky's

Beyond Zork, and the clues

help them back in time to:

section, with the help of

Andrew Belhell, aims lo

revelations about the

Zork Zero! But Andrew

wants to be there. loo!

What use is the Queen

and where should he

causing a volcanic

The Shadowgate

dialogue continues this

month, with Matthew Hill of

Brighton, coming up with

would you believe, some

some more hints, and,

more questions? Flist.

though, he has a

complaint "in the

euption?

Inscribe the glyph after

Platypas's magic miliol.

Underground Emplie. In

the lothcoming piequel.

history of the Great

Stuck in an

September issue you said that my name was

Shadowaate. Untortunately, Important Ihough I am, I have not had a game named after mel" Apologies, Matthew, these Ihings do happen from

time to lime! "Shadowgale" Hill's flos will be found in the clues section Meanwhile, he asks: "How do you open the door in the well room? Are the blue halis growing on my hands significant? And there's this poor lady chained up in the lower. too "How do you gel The object from her?" asks Alan Wilson of Folklik, more concerned about himself than the unfortunate woman, "and what do you about the snake statue

across the bridge?" Three questions in a row, and Lanuida'i answer one

of them! They came from KeyIn Murphy of Kirkcaldy He con'l kill the plerodactyl in Temple Ot Telloi, he keeps bleaking

his lea trying to get into the ritt in Frankenstein and he can't get past the guards offer rescuing Twollower In Colour Of Magic, Who can hit the lacknot?

Some general help is sought by Paul Whitlingham of Willal. He has only been able to obtain two statements. The bollistics repoil, and nulonsy, in The Sydney Affair, and can get no

luethor Sephen King of Thuinscoe neai Rolherham, is in very bla I ouble in a Very Big Cave tacing a very small lunnel He can see an emerald al the end of it, but he can't gel his lamp through Can anyone see his way to

helping out? A plea of a difference, now, from a lone adventures in Yugoslavia Would anyone like to swap clues and adventure chat with Syctomic Petrovic? He is one of very lew

adventure Lans in Belgrade, and needs someone to wille to! His address is: Nika Shugara 10, pr.1, 11 132 Belgrade Yugoslavia, and he would be delighted to hear from ou He's currently playing Frankenstein, Wolfman, and a game called Black

# Knlahl

Help came this month from Andrew Rethell Walsall: David Moore, Liverpool: Allen and Mark Erilington, Durham, Matthew Hill, Bughton; and Alan Wilson Falkiik

counteroct the wrotine. the contents of the globe III everiler

or Surgreyor ung unger your feet. paudnejjud poji jiduj In third key is in the c red herring.

si jian ayi ui uoboo eui flow the observetory. KIII90 - Jon used brook The blue wyvern can be

SHADOWGATE me customer return to the inn and bix to Affer leoying the cove,

AFROM: Gine chestot 1060 Pracrio

the key to the mercedes win a modic spell. hot (Create ine cookie pomdge, and teed him WIX The cookle with the Monannan asks to be ted, Line second time

KIHG2 606213: рирск , пзе ие иідизпіск DIKES, DUQ Inst pelote IUGA Ask the bikers to move the POLICE QUEST: efferioinA stram

wove Lucifer and benedd JACK THE RIPPER:

But take the kill off first to der Ihrough Ihose borst

medication, and bend up, Pull, pull nord, pppiy BIGET, 2 BEAFHOR: Due ne skilled the nymph. wonkey grinder me chest

casile gardens. Give the cuoude ue miugs ph tue ol eson seagmon en est reverse nim. ιυγο μυ μπιαλ-δητιαλ ρυα

monsters, put the butterfly To poss the Christmos free BEAOHO ZOBK!

# News

### INFOCOM

from which Zorks 1, 2, and 3 follow on from. This is where Activision has announced the Zork tan linds out about the next back of Illies from the demise of the great Intocom, Later this year, PC owners will be offered Underground Empire, and actually comes face to Journey, the first of a new tace with Lord Dimwitt Role-Play series Willten In the yein of Tolkien, the Flathead and Excessive himselfi Sleve Merelsky has player joins the magical written Zork Zero using the adventures at Tag, Piaxix. latest generation of Beigon, Eshei, and Mingi, Intocom paiser, the list laking part in their Inlocom graphical puzzles, strategies and problem and also teaturing a solving. Willten by Infocom mouse interface, and co-lounder Marc Blank, on-screen map Alau ST Journey is described as a and Amiga versions will be live melding of available in early 1989, role-playing with and C-12B in the spring Interactive tidlen Atail ST and Amiga versions will be available early in 1989.

Dave Lebling is currently working on Shogun, an adventure based on the best selling book This will tealure Japanese style graphics to borders, and

game and reward the player Shogun will be available in the spring los Alail ST and Amiga, and early summer for C-128 And last but not least available now, is Zork 1 on C64 cassette, piiced £9 99. SOOTHSAYER Soolhsayer, the lanzine

nactures to illustrate the

that specialised in

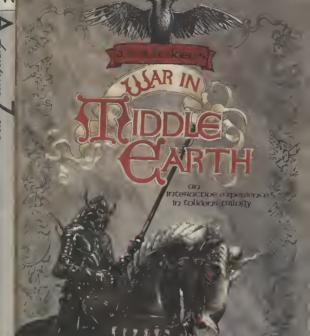
complete salutions, has ceased publication Please note that its sister Ignzine, Adventure Proheis still 'going strong', as edllai Mandy Rodi igues puts II

Il any one oul their Is publishing a fanzine, or knows of one we haven't covered send us a cover to review

·›››

whilst C128 owners will have to wall until the spring Zork Zero is the game

or summer.



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you dease alsose?

EDITOR'S REPLY: We do cover Amstrad games in our updates, but for major reviews, it's very rare that a game gets released thist on the Amstrad. If it does, we'll review it, don't you worry,

interested in him incircle without a

 Wouldn't a be good it you could always a nunt on a game y uses shots on the an lost sufficient communies these days

enough but when suffware they make trim sales. Not all games are winners. Indict it's clear to the summany that the

Zealamler B Stroom who arred seems competition or two tin samiliari assas aeadras, om e in

many replacs you get at any wantdwide ampetition. letter was surther in Syptember

Perhaps we've been a touch mean in the past. As from now, the hest letter to Maithag each month wins a brand spanking new C + Vg T-shirt? So new, we're not even quite sure what they look like vet! So now you've no excuse, get writing to: Mailhag, Computer and Video Games, Priory Court, 30-32 Farringdon Lane, London, EC1R SALL

suppose I d hell i set Alex Try Ys.

Denuted C - VG roader, Frend

Commuter and Volen Comes un? OK tknow these are the mag turned into an ST and who have almost all those sans

EDITOR'S REPLY: Although our coverage of 16-bit is increasing, we won't stop reviewing 8-bit games. As long as there's life in Spectiums and Commodores, we'll stick with them.



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The Post Office strike caused quite a few worries this month - we had no mail for weeks! Fortunately the dispute ended just in time for your hints and tips to get through before we hit our deadlines, Phew! If you have any tips. POKEs or maps - on any machine - send in your stuff to: Julian Rignall, Playmasters, C+VG, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Don't forget there's a bundle of software for the month's best tips - so don't forget to stata which machine you own.

HAWKEYE (Thalamus) Martin Brear of Minster, Kanl.

spoke to the authors. The Boys Without Brains at the PC Show, and they revealed that you can access the cheat mode by typing

VALSSPELER on the little screen. Annarently valssmeler is Dutch for cheat! Cor!

### SUPER SPRINT (Activision)

A rathar silly ST Iro Ihis, bul fun neverlhaless. On Irack sight, mislaad of racing Turn around and positron your car just before the finish Ima Pont if downwards, and when a drone zooms by, accelerate and drive if mile the wall if if crash - but won't be replaced Repeat the process for the other two cars, and you'll be Iree to drive around at leisure, picking up as many spanners and bonus points as

you like Don't lorget to drive

around in the opposite direction, though otherwise vou'll linish the race. Thanks to isn Waiggie for that cheat

RAMPAGE (Activision) Another silly ST top, again

Irom ian Wainnie of Cardiff. If you're on the last building and a cloud of dust appears under il, punch in any direction and keep your finger on tha fira bull on unid line next screan is drsplayad, wharaupon you'll Irnd that you can cirmb up an mvisrbla building which is m the sema place as tha last building on the previous screen, Odd, bul Irua

### CRAZY CARS (Titus) If you're a Spedrum owner

with a Multilace (the hardware add on I mean, not ten heads), you might be interested in this POKE from Edward O'Donnell of Wast Lothian Load the game with The interface shoved into the

back of the machine and stop il. Enlar POKE 29403,0, restart the gama and you'll be granted with unknoted time We could do with more of that here with our light

### SAMURAL WARRIOR (Firabird)

Okay all you failed Ronin rabbits - use these POKES from Bouneand Dazol Doncaster you should frnd Irfa a little easier. Load the game. reset the computer and aniar of Iha following: POKE 15502, (0-127) for higher energy. POKE 15507, (0-127) for more money or POKE 14652, (0.3) lor a higher starting level (f you want to go the whole hog and have unlimited energy Type POKE 20385,32 POKE 20386 245 POKE 20387 207 POKE 53237.157, POKE 53238 20 POKE 53239 39 POKE 53241 9 POKE 53242 141 POKE 53243 20: POKE 53244.39 POKE 53245.96 (RETURN) Once unit've mada your chance type SYS 14336 (RETURN) to rastart. These are C64 POKEs, by the way

### RASTAN SAGA (Ocean) Unfortunately we haven't got a copy of this in the office, so

I'll have to trust that this C64 Bruce and Daz listing works Type the following listing. RUN it and then press play on tape (don't forget to bung in the game tape lirst) for mfinrta

- 1 FOR A = 400 TO 457 READ Cheers to Allen Dameil Irom B POKE A.B. NEXT SYS 400 Stevenage, Herts, for DATA 32, 44, 247, 32, 108,
- 245, 196, 163 DATA 141, 196, 2, 169, 1, 141, 201. 2
- DATA 76, 167, 2, 160, 189 141 116 1 DATA 169, 1, 141, 117, 1,
- 169 88 141 DATA 211, 2, 169, 96, 141 244 10, 141 7 DATA 125, 10, 76, 81, 3,
- 169 96 141 8 DATA 165, 160, 189, 173
- 141 7 201 78 DATA 26, 129

### GREAT GIANA SISTERS (US Gold)

If you managed to buy a copy of the Amina version before it was stonged by Nintendo perhaps you might lind use for this tiplet. On level three There's a warp to level six. lound on the lirst island Stand at the end of the row of blocks and fump upwards to hrt an myrsible block, and you'll be Iransported to level

### MY HERO (Saga)

This should really be in the Maan Machine sections, but what the beck! Jump over a knile Ihrowar wilhoul louching him and HIT him in The back and you'll be awarded an aytra lila. Remon Banathsah of Amslerdam discovered that highly useful

### BLACK BELT (Saga) Another console to Irom

Ramon Rainatheah Press the reset button at the same time The demo begins and vou'll gain lives - greati

ARKANOIO I + II (Imagina) II you'ra a Spedrum ownar and have Arkanoid, Type PBRAIN on the highscore Table to accass the cheat

made. Il vou've ant Revena of Doh Type MAAAAH on the highscore table for the same ellect Atari ST Arkanoid players just need to press the CAPS LOCK key and type DEATHSTAR on the titla

screen to activate the cheat Then press S to skip levals

### unearthing Those AUF WIEGERSEHEN MONTY (Gramlin

Graphica) Spectrum owners who can I gel Monly to safaty era advised to Type

load the game If you pick up The red llag at the start of a game Monly becomes immortal Thanks to Allen Darnelflor that excellent cheal



# an Masters

IKARI WARRIORS (Ellte)

Ramon Reinathsah ol Amsterdam has discovered that if you type FREERIDE on the highscore table you'lt start the next game with an invisible soldier. That's one

to ST owners HUNT FOR RED OCTOBER

(Grand Slam) Another tip from Ramon Bainalhsah, Ihis time for Amiga owners If you restore a saved game all enemy ships disappear. Use it as a sort of smart bomb

INSAHITY FIGHT (Line!) Skip levels simply by pressing L and both mouse buttons at The same time. Cheers to Ramon Bainathsah for that

FREDOY HARDSET

(Imagine) Spectrum owners can enter The second game by typing 897563 when prompted Well That's what Allen Darnell of

Stevenage says ARMY MOVES (Imagine) Allen Darnell has lound that the code to the second load is 27351 - on the Spectrum

GAUHTLET II (US Gold) A rather good tip for this excellent conversion was found by Gavin Giles of Sunderland, Tyne and Wear When you get the Locked treasure chests can insert heinful items" message at the start of a screen find Iwo locked freasure chests. As

you open the lirst hold down

The HELP key Having

collected the treasure, open the second chest whilst holding the INSERT key As you unlock the chest, an ankh should be revealed collect This and you re graced with 50 000 heath points and toads of super reflective

PLATOON (Ocean).
I ve you ve got an ST copy of this game-of-the lilm. In this

Type Humburger-Hill (the . ie the minus on the numeric pad) on the lifle screen, and you se able to use F1 F4 to advance through the rungle F4 taking you directly to the village II that isn I enough. use F5 and F6 to switch on/off a shield By the way make sure the shield is off before you enter the trapdoor

otherwise the game crashes WHERE TIME STOOD STILL (Ocean). Shick in time? Feat no more

for Alexander Stivains of Didsbury Manchester is have with some extensive tips

In help you on your way First of alf pick up the bao bottle medical sunnies and rone which are dotted around the crashed plane Pul everything but the rope in the you need that lo rescue Clive Get Gloria's compact and make your way to the rope bridge. Rescue Clive using the rope. When

everyone is sale closs the bridge and lottow the cliff edge in a north westerly direction without going up any slopes. When the characters gel to an open plain, head porth until the swamp is reached

Alter crossing the swamp let everyone eat drink and rest. Relill the boltle and head towards the village Locate the chief and drop Gloria s compact using the second box, and then pick up the lood and loast pork. Put the lood in the bag and walk north until



hale in the cliff intop the pork and quickly run past Cross the waterfall and turn the music oil so you can hear the fromp of approaching dinosaurs. Move down the slope and run in a southerly direction until you reach a user. Follow the river south around the village and go eat until you find a religious building and rest Finally run east towards another cliff Find the stope that leads up into the mountains and make your way to Ireedom

### LEATHERNECK

(Microdeal) While playing type CUTHBERTNECK and press F3 to become invincible - at least to enemy bullets Thanks to Kingsley Hyam of

South Bentleel, Essex, Ipi RETURN TO GENESIS

(Firebird) An invincibility cheat is initialised by typing WASP Thanks once again to Kingsley Hyam for another ST

ZYBEX (Zeppelin) Players of this neat little two-pfayer shoot 'em un should find this C64 listing a boon Type in the program BUN it and press play on tape for unlimited lives. Cheers to Bruce and Daz of Doncaster South Yorkshire 100 DATA 32, 86 245, 160, 78, 141 200, 2, 169, 1, 141, 201. 2. 96 110 DATA 189 91. 141. 121.

4, 169 1, 141, 122, 4 76, 0, 4, 120 DATA 189 141, 106, 113. 76 A 96

130 FOR L = 320 TO 345. READ T POKE L, T NEXT 140 POKE 642, 13 POKE 157. 128 SYS 320



IMPOSSIBLE MISSION (US Gold) This excellent Bruce and Daz

POKE disables all sprife-sprite collision detection, allowing you to run through robols without being harmed Simply type in The Island, RUN I and press play on lape

- 1 FOR X = 320 TO 347 READ
- A POKE X,A NEXT 2 POKE 646, 4 POKE 157. 128 SYS 320 DATA 32, 104, 225, 169, 83,
  - 141 243 3 169 1141 244 3 DATA 76, 13, 8 72, 77, 80 169 96, 141, 16, 120, 32,

5 DATA 255, 96





## ANDS BEFORE YOU...





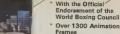


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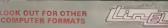
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P.S Anyone entering the Spitting Image competition (see FAX) his issue) and wants to drow a cortoon of one of the fine and upslanding body of boys and girls pictured above may find it useful to know which is which. Left to right at back Lora, Andrea, (Little) Malt, Seamus, Frant, Garry, Jaz, Euge, Remember, some of these are caricatures ofreadyl























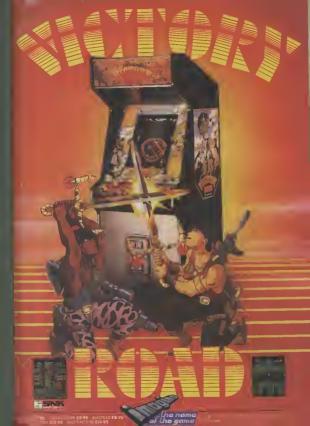
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so you wall all and side of the mad and and an series on the other. Tous welk at mitter opin of D anth -- most otzarro of ett al & and you'll end uo al h exil al C and

On all the street later sections in ore ine lighis ere green ior you to cruss — ouf made sure they ere politikah tha right way, end sayin

ealiget the sword that rests to the hatforn latt corner. II's not easy though - you have to be in. al the street on the lest serben In the shop which you color

his chan drops ininhs so watch out!

ni ihm loah.

Jown in this curous of the man is he most imduriant liam to eath - you need it for (mad Thran.

Firs nuy throws stell at you tool
19th in the lest leah, the hemburger
stand giyes an axire lite

Collact like nay fying on the pround to Inis screau.

Ayold the actoars load ored down on you around herse

lad from the tramo to Load Two at

alligator at the and of the food (the alctury of the alligator doled up in linear is a strictly pecessary to the map, but we had it so we out it anywayt. tan tamo aera, yau will most it as a mololov cocutali to xiii las

hroo down aera (you caa') hit back ad to the too tevel. so ba cura you kaye ayar thing).



wasta yitai anerdy tarasaina around to tho dark. Wa haye maraen hem where it is nat claar — A tandish to 9. C to h aad E to F. I is important to take the right exits from these screens, or year



# v asters MOS STENS ON ROUND 2

a selection of PC Engine and Arcade games, it was time to see if he could keen up his winning streak . . .



Gollagher, Justin Swon

Jammed somewhere in the corner of a packed Earl's Court bolween the Microprose Super X sim. The Number Six bar slood the squillion kiddles and a

The second round of our winner Slavs On contest was to be held, at erguably one of the most frenefic limes of an always busy show: The

Contestenis were e bundle ol more or less local leds. though on the day only three challengers could make it. Though e leir few less than the initial chellenge it made for lar more menagable numbers, and could well be

The way we'll run things in the fulure when Winner Stavs On lekes to the road

Paul Gellagher ceme up with a male from Bromley in Kenl, end both immediately demanded a lew "words" with Justin, because "we're both Amige owners, and in the magazine he seid all Amiga owners ere dickheeds!" With Koio Elimah Irom north London, and Martin Manley from Haves in Middlesex, sill present end correct, and Justin eventually uneerthed sland, if westime to shove the

our PC Engine lurked (the

only one up and turning at the

show) and get on with the first

This was Galaga '88 - a graphics end simple shoot em up gemepley which we scarcely lhought would provoke any upsels. This was not be, however, as Kojo, who had admittedly looked very strong in the greatine bouts. 15,000 points in Third place Previous Winner stays on contestents like Neil White and erch-rivel Jonethan Wood who had showed up at Earl's Court to watch the fun had predicted an easy victory for Justin, but this was clearly not going to be the case.



Matt a bad horest



### ARCADE ACTION



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### Masters inner Stays Un with three for the second etc.

Justin was busy blaming the oddty shaped PC engine that he had sold his ST and was out of practice! - on his retatively poor performance B-Type Martin kicked off scoring a respectable 36 800 in 2 mins 46, and was tollowed by Paul and Koro with year Unused to both the game and the controls none managed

This was the turning point most of his tives left and was between him and nearest rival had more than doubted his score - but if Koro was to chaltenger, he must still come ▼ POW caused guite a hit

Justin was content to lean against the arcade machine and listen to S-Express on his play on new beat 'em up P O W. In three minutes there

♥ Paul and Kasa sweet it out

Kojo once again racked up a respectable score, but Justin did better with 4450 betore he (ST Amiga, PC Engine?) only ran out of tives. A quick totting, one round away up the scores atlowing tour points for the best performance on each game

Name

teft Justin and Koto neck and neck - only Operation Wott would decide Turting off the cower gathered around this most

arcade machines, we set down to settle the thing. With both Martin and Paut now out of it as far as winning was concerned, then performances scarcely mattered though Paul in the end though, it was down to

popular of the tree play

- which he did in style! Our champ had survived the first attempt to take away his title, therefore, and at there remained to do was dosh out the T-shirts and Other prizes and take photos We teft with Justin and old private rematch on the arcade machines, and the big prize

Filt out the stip below, send up for a tuture chattenge

### WINNER STAYS ON ENTRY FORM

Justin will be putting his money where his mouth is in another challenge coming soon to a town near you! If you want a chance to have a crack at the champ, list your high scores on the form below and post it to C+VG Winner Stays on, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU

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th Nick - Ido a th

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d h, l g l m

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ce not give ally u'v g an go ra ou down i he NFL pe ow an if t sn'i no h t ere's eve me el C ck -ut S -t eu matein or co ila ns val bl or ECTRU

AV TRAD.

I KONAMI E



### Mario Bros.

► MACHINE: NINTENDO.
► PRICE: £19,95.
► REVIEWER: TONY
TAKOUSHI.

Mario and Lugi are firm favouries in the arcade and have been seen in the Dankey Kang tridey (Dankey Kang tridey) (Dankey Kang tridey) (Dankey Kang tridey) (Dankey Kang tridey) (Dankey Kang Tarekang Crew and the Mario Brothers series (not to mention guest appearances in such quemes of Punch-Out II). Well, this is one of the first times they appeared in

tagether.

It's a clossic ladders and romps game with the player(s) chosing around a series of horizontal platforms troiget as kilf a load of very weird and wonderful

creatures.

The gome is very simple to play; you simply ron left or play; you simply ron left or he for the following did not be recovered in which the following did not play from the follow

# Mean Machines

the Sego, and there's also a review of the classic Nintenda game, Maria Bros. The lang-awaited Super Maria Bros It get san exclusive preview, and we also give the law-down an how to become a champlan Punch-Outh Boxer. And there's all the latest cansole news — what more could you ask far?

reaches the bettern of the streen, it dispopers into a pipe and reoppears at the top of the streen and true along at on even greater speed!

Some of the creatures are very strange indeed, and include cute turtles, croble, (which need to be punched twice), hopping fighter files and ice cold freezies to avoid Another dengers come in the form of firebuls which

and the cold free ziel to avoid Another dangers come in the form of fireballs which floot around the screen and try and restrict mavement. They're fatal to touch and can provide much bastle on later levels.

It you find the going

particularly tough, you can always chicken out and use the POW bag at the battom the screen, Punching this at temporary



Planes arrack

couses the entire screen to shoke, upsetting all the nostress. But be coreful – if you've already furned over a creature, punching the POW bag will turn back an his feet! Bonus points are earned by

sides of the screen, and you can also get accumulative bonuses by punching or kicking two or more

There are also bonus rounds where you have to collect all the coins from a screen within the allatted tim limit, get them all ond a special "perfect"



What makes the game really enjoyable is the ane ar two-ployer aptian, which allows Maria and Luigi ta play simultaneously, either as d team or as enemies (it depends on your chaice of tactics) For me, the competitive edge of two really makes the game - but the game is still incredibly enjayable when you play

The graphics are simple gameploy is superb; simple. yet incredibly addictive Go

➤ GRAPHICS

feature vertical and

Super Fartress.

state-af-the-art

horizantal scralling. At the

Thunderblade is a prime

example with a hi-respiccy

(just like the arcode)) of a

helicopter flying through o

city and the little etched in

Blood Red ocross it. You stort

and of each stage you bottle o

► SOUND ► VALUE ► PLAYABILITY ► OVERALL

extra lives are given at 500,000 paints and then

avery million from have to WORK for these bobies!). On pressing the fire button

you are shown the stage number and the number of lives, and then you enter battle. The first scene is Urban Combat (a vertical scroll) and hos you blasting your way

through a city high above its rooftops. The enemy take the form af jungle green helicopters who are just dying ta let you have it with their mochine guns and

death-dealing swoops You really have to be on your tass, the action comes find yourself lunging (as I did)

your tired hand - the action

Stage Two has you fighting

wide sweeping patterns of helicopters over a gorgoes gold-calaured mountains. The tanks below are determined to take you out, sa again you need to be fast on trigger and raflavas

If you survive these you will see a cliff face ahead with an entronce in the left side You have to zoom dawn into this entrance and then quickly swerve back to the right and you are attacked by lightning

fast jets.

Thunderblode rotes as one of the fastest games I have ever ployed, and also has some of the finest graphics in any Sega game. The sound and spot effects baunce along with the oction. To get the best out of this gome I would recommend you invest in the

Just befare you leave the cove there are a mess of tanks firing at you. Avoid these and fly out through the exit to o wide open plain again where



PREVIEWER TONY

Sega coin-ops are getting and better and their system are getting better and better tool Thunderblods, the hit coin-op has been converted to the Sega consule format on a 256K cartridge version is limited in perspective shifts but ALL the playability and same really spine-tingling graphics have

this manster conversion!!! The scene is set with rebel forces having invaded your country, and their plan is to overthrow the gavernment and replace it with their own cruel and corrupt dictator

You are the finest helicopter is incredibly hectic

pilot olive and ga under the name Gunship Gladiator The Il you make it to the end of the first part you swoop up aff missian is simple: pllat the the top of the screen and find Thunderblode helicopter in a yourself zooming down between buildings zopping battle to the death with the advancing enemy formotions of helicopters that approach from above, below stages: Urbon and the sides of the screen. All Combat/Mountain and the while the buildings hurtle Desert/River Delta and post on either side of you Refinery In each stage you There are same good combinations here and if you oir farces and the scenes ore hat an the trigger you can

> and wack up the score the tanks which fire intense white missiles at you, which have a nasty habit of being

very occurate At the end of this stage you

face o Super Fartress. This is a hupe jet fighter with machine it and take out the gun boses



Rapid Fire unit from Sean as this augrantees you a fast mega-blast and helps save

your trigger finger Thunderblade is secand to none as on arcade game, and this conversion gets the

- ➤ GRAPHICS
- ► SOUND ► VALUE
- ► PLAYABILITY ► OVERALL

MIKE TYSON: UNHURT, UNDEFEATED, UNDISPUTED HEAVYWEIGHT CHAMPION OF THE WORLD.

### HE'S TOUGH. HE'S MEAN. AND HE'S WAITING FOR

OK now listen kid, and listen good. You've laid out ten opponents to get here today. If you pull this off you'll be Heavyweight Champion of the World

Yeh, I know it's Mike Tyson sitting in the other corner. But you got the skill, the strength and the stamina, So just go in there, kid Weave, dodge, jab; keep your guard up

and your mind on that title And remember this is Nintendo. right? So you might get beat, but you worl



get hurt

1. You're Little Mac and your first opponent is Glass Joe





**PUNCH-0** 

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Now you're playing with power.

telegraph punch, so sway away to the right, and follow with blows to the face. If he is the Pistan punch: he steps back, grawls and delivers five mighty blaws - block his efforts with well-timed presses of the block key, and give him a series of face punches. If you defeat Handa

you're pramoted to fight on the WVBA Mojar Circuit The first opponent is Dan Flamesco, and he's very easy

meat. Punch him ance o AT A STATE OF THE PARTY OF THE



Sa you want to be a boxer. eh? Well, the key to success hies in finding your opponent's weakness. Every ane of the Punch-Out! baxers hos a particular weakness, which, when discovered, can give Little Mac (the player) o big advantage. The other thing is to always watch your opponent so you know exactly what he's doing, otherwise he may surprise you with a mighty punch. The first apparent is paor old Glass Joe, a very weak boxer who is easily bearen with repeated punches Watch out far his big punch ▼ Knock out Pistan Hondal

then dadge left when he hits, and fallow through with a series of face and body blows. As saan as you get a star, use your powerful uppercut to flags him!

Next comes Von Kaiser, a much mare difficult apponent. dadge right when he punches, and if he crouches, sway feft and follow up with face punches, If passible, use on uppercut to floor him

formidable apponent - if you don't know his characteristics. When he twitches his eyebraws he's about to do o

▲ King Hippo.

he'll attack witho big right hook. Dodge this and counter-ottack with repeated left-right blows and keep going until you floor him. When he gets up he'll thraw anather right punch; dodge technique ogain, and again if he manages ta stagger ta his feet a third time t

Now cames the first if the real tough guys. King Hippo. He blocks all your punches, and seems invincible - until you punch him when he's got his mouth open This stups him mamentorily, and he expases stamach, allawing you to attack with a series of body blows When he recovers knep dadging his punches until he opens his mouth oggin, gad let him have it and fallow up with more bady that option once per fight, If blows, If you stick to this methad, you should knock him out, and once he's dawn he never gets up

There's magic an the side of the next baxer, Great Tiger

keep watching his turban When the jewel at the centre flashes, dodge he inevitable right punch and counter with a right, and wait far the jewel to flash again. II he

daes a crauching punch dodge and fallow up with as many face punches as passible. If he uses a Tiger Magic punch, use five blacks hit him once in the face when he stops to floor him Timing is critical, and is tokes a lot of practice to became proficient.

The final Majar Circuit fighter is Bald Bull, a lorge and powerful psychopath Early in the bout use body and head punches, and you should be awarded with same stars, allowing you to use uppercuts to knock down his energy. Keep ot him until he starts jobbing and using crauching punches, whereupan you should block and dodge respectively

When he gets really mad he'll attempt a Bull Charge - he runs to the back of the ring, jumps forward three times and delivers a deadly punch that 'il floor you. The only way to avoid this terrible attack is to punch him in the bady as he takes his incredibly tight, and if you miss, you'll be KO'ed Again, practice makes perfect.

And naw you're onto the WVBA Warld Circuit, with six opponents - Pistan Honda Bucking Bull, Flamenco's Counterattack, Sandmon and Super Macha Mon standing between you and that dream fight with Warld Champion Mike Tysan. Ga for it!

Don't forget that pressing the select button between rounds makes Doc rub your bock faster, giving you more although you can only use you're really weedy, and can't make it through the early rounds, here are two asscades

005 737 5423 (Ta start an the 641 731 7533 (To start an the World Circuit)

As well as being an excellent pugilist, he's also capable of the deadly Tiger Magic punch. When the bout starts.



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### Mean Machines

Rumaurs still abound that a PC Engine version of Space PC Engine version of Space PC Engine version in Space PC Engine Version i

I which should play very similarly to the VS Tennis games afreedy released an the Nitenda and Sego), an anginal RPG-style game called Tales of the Manster Path and a conversion of the vertically scalling shoot rem up. Drogan Spirit. They should all maintain the generally high standard of PC-tagling games already ovallable, and hapes are porticularly high teo Drogan porticularly high teo Drogan porticularly high teo Drogan porticularly high teo Drogan porticularly high teo Drogan

• If you're getting a pare thumb playing all those brilliant Segs what if em upp, you need frot no langer. Sega are about to re lease an authorise widget that fits between your joystickloard and the machine and increases your frepawer dramatically. It costs around \$25 and is a real boon for thigger happy xoppers — especially if you've been ploying Tourise that all the playing Tourise been ploying Tourise that are the properties.

 At the last CES shaw in America, Nintendo were previewing a whole host of new arcade licences and film lie-ins. Amongst the trillas were a conversion of Epyx' super sparts simulating.



2 x x (U x (U x x

A freedom Face
California Games and
Indiana Jones and the Temple
of doom, bosed on the rather
disappointing Atari
coin-op-of-the-film. Robocop,
Operation Walf, which is
laaking exceptionally good,
Rompage, the classic old
Atari cain-op Marble
Madness, Rompage.

Atori cain-op Marble Madness, Rompage, Chelnav, Road Runner and Freedam Farce were also there We'll be bringing you mare details when we have them.

# Super Mario

Super Maria Bras is widely regarded as one of the greatest ever video games, and the foot that it has sald over 12,000,000 copies is a testimany to its phenominal inventiveness. The lang-owoited sequel was



a SMB II.
released in Jopan
and America earlier this year,

as the original.

The game consists of seven different worlds, each split into three sub-levels, guarded by a Little Boss wha is destroyed to pragress to the

next level

As well as incorporating similar horizantally scralling platform and lodders-type gameplay as the sequel, there are also vertically scrolling sections where the player

ascends and descends the landscape.

At the start of a game the player chooses one of five characters: Maria, Luigi, Tood or the Princess Eoch has his at her own characteristics: Maria is a good all-rounder,

Luigi can jump high, but slaws when he's corrying samething. Taad is strong, but isn't a good jumper, and the Princess con flaat for a secand

On the first level there are waterfalls and chosms to avaid before clambering up to where the first Little Bass resides. Next cames a magic corpet ride, same mare harzantely scralling landscape and an

PLOVER

PLOVER

PLOVER

PRINCE

PRINCE

PLOVER

10

underground section. Mare waterfalls are negotiated in the third, as well as a tortuously lang climb down into the underground.

Supar Maria Bros II is far harder than its predecessor, and should pravide a taugh



challenge even to SMB
experts As with Super Maria

experts. As with Super Maria Bros, there are loads of secret rooms and banuses, only found through repeated play or luck.

The game should be aut

next year - look aut for a full review as soon as we have a firm release date

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Operation Wolf needs no introduction to arcade fans. It is the top grossing coin-op of the year. Next month we have a full review of all versions — including a C+VG exclusive on the 16 hit versions.

You won't read these reviews onywhere else – so don't miss us at all tosts. Another good reason to be of the newso gent's with £1.20 in your pocket is the C+VG freeble. Toped to the front cover is the definitive onswer to the question on everyone's lips – whot will be the top selling gome this Christmos? C+VG host the onswers.

If you've ever foncied driving a Porsche, wearing your Y-frants autside your tights, battling Indians or fighting through a mysterious farest, now's your chance - In your local arcode.

### CHASE HO

Apprehend and arrest is the key to this rallicking car chose based

A screen flashes up before you turbo charged black sparts car is parked at the side of the highway and very clear as she passes an the message to hatfoot it ofter a

white sports car. British make whose you're off on the chose. to take as the road splits, and plough through same crash barriers and onto a hall-made dirt track. Rocks and debus cont the road and making out the right bounce from side to side

miss huge boulders ♥ Chase HQ



leaps faward





With only 60 seconds in ta make an arrest, your war cut out. And the other penalty boosts your speed for five

To slow them down you've got to bump them several times found crashing into them more

their reas and both cass slew across the road "Oh man - hit

# oly one way



them Energy bolls should from his lists, lasers but in into steel and the top row is demolished. Sallie

Dodo no up and death, ever blozing he turns his affection on the shapper I gue 5 des with o huge burst of fleme and for an nstont the skietics e clear Supermon refoxes and then ensin enfrage Mare boulders

all and now there's danger Irom

with a lew changes in attackers and background But the general Inval Lamping First the street scene, where the original attackers are jained by the Spidermon who breathes out webs of discrete, ottempting to antongle Supermon in o superstrong ner Each successive level gets harder. You're going to need as

energy and determination. The spacecraft starts to licker and the

and Superman lands having once

more done his thankless duty Then the second level storts

There's much more of the some

damage increases until the controls are smashed. It blows up

les ond that's no the robin o the loser bolts nonssible the hero's strength is larling Ne fullers more now and oddelly it's all aver Superman. Wolly wayned fires back s a direct hit and disappears another life, and within seconds he's back filled with renewed

many energy pick-ups as you can. So kick clear any obstruction on the ground as there might or might not be something there. The game does become repetitive as ane before However, the same can be soid of most airade games The polymetron and grophics pre excellent and it you're playing in two player mode it's an awful lot more fun as you can take on the enemy

H's Supermon



### SUPERMAN

Superman on this loss Fellyshike at and Boomfl on ohen goes living Another hovers if to take his place Within seconds the is on just above street level is filled with the things, attacking Superman I com Fast, back and seow A wall placed kick al A was smed punch gets nd most of the others Then a differ ant breed creep in atallic litelorms which need



are than a swift blow to dupotch them. he humanaids soon give way

o their leader, a monstrous green halk Bunching up his fists until one starts to pound and glow, al energy which has the hulk where it hurts. The hulk lades for a moment and Superman steps in for the kill Kicking over a dustbin on the way he calleds the bonus pick-up left behind and with the extro energy charges in to finish off the grant Dwarfed by the monster he pummels if in the stamach. It doubles up and suddenly it's all over. The streets

The scene now changes to the





**REVIEWS SAY** 



WESAY

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### ARCADE ACTION



### NINJA SPIRIT

You're going to need super fast reflexes to win through Ninjo Sprit from frem — on addictive offering with some of the smoothest and most professionally drawn graphics.

ivo seen in a long time.
The game starts off in a failer huge trees towaring aver you.
Under you is a low praction w.

There's a weapons selectar to the battom of tha totaen and you weapons can be changed by bitting one of the his buttons to select the right one it's caucily quite simple, just select a weapon — sward, shutken, explisives on boomer and and use the other fleshitting to operate like.

You're hordly given a moment to breathe in the fanat belias this ameny approach from behind and in lant, while others peach of the fanat speach of the ground beneath the platform and the characteristics. Should be caute up to the fanat should be fanat sh

Your journey soon takes you are a natiow tope bridge where



A. Maria Sau

you're a sitting target. You defantally need to have an ed the amony bonus shields at this point whether it's they're a swalling at from yout sword at sense acceles all flome which spin round you protectively. A lew gove dons help as well. The oblity to jump

protectively. A lew guardens help as well. The oblity to juny higher is another barus and will be needed in the next section when you came up against an alter wha's about three times larger than you.

As you traval further into the forest, you'll have to woll battwen I way fluver to woll battwen I way chimney. As you poss the first they bus a nio octoberching out hot des of ottocking enemy. The skins one filled with olimns as they diop to the ground missales shoot through the out on you have to be very four to get out this one of we. Some nifty large work in madell him.

manus saan appears, itse, and up on of the ground, and gang up on up It's huge and looks bise opaning of same God. You came up to knee level and you appealed to dostroy it. Great Further levels take you out of the france in the color or sustand.

You'll find Ninjo Spart instantly

addictive Fast rellexes to show aff your skill and the knock of choosing the right weapon to deal with the enemy it's one all the best games of this type I've

### NINJA KAZAN

Ninja versus tadions! This unlikely story of a Ninja lighting for his life in the Wild West is about the most bizance I've const

across Images the picture. The dasest with righty racky cargs filling the bitzan, the add coccis panchad in the laceground when a Ninga worstop swans title week. No wander the Indians get upset. Out come the was area, the knives and some the was area, the knives and some particular to the complex to the c

and bows and atrows, and they leap to the other.

Basides there are a lot of teachers there are a lot of teachers there are no lot of teachers are with powers and bonus points which need to be protected from the sword working Ningo Sward fighting is what the

from the sword waving Ninja sepet Sward highway is what this levels gome's about though you use it in being more of a stabbing motion like a much Whija Kazan battles in the wild west

dagger Just wort till on insun gets too clase, hit the button and your sword jobs out to lay him flat. This gets the ladions mad. They attack in groups, singly and

thes territory. You're there for the boardy and wholeve lies in those study fittle chests. Magic can be picked up and you'll be able to cast explosive bursts at your enemy, though for the most pair you'll have to rely

Arrows point you in the direction of the most chests, up sheet rock laces, then geto floating ledges where you'll need to jump to get hom one to conother, aver water lolls and

the height you've to lean on the jump button and this leaves you vulnerable for a split second.

There is n's much to hold your

repetitive and even in the later
levels, shalling along the seafron
extra being affocked by Romans isn't

Page 6220 buffer a file wind a str.

Injuns and Ninjas, not a good mix



### DCADEAC

and - deserves a mention, write in ta: ARCADE REPORT, C+VG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON ECTR 3AU enclasing details of all the arcades in your area, and a street map if possible. If your report gets printed, you'll win a fobulaus C+VG T-shirt.

Street

The

Iwo hug

selection absolute)

rote it as a provide a a creades in B

been to a lat

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and rare videos

decode.

an ideal he and money heading for ure you're Ith changel

sings the pr coverals his for If you ever and fancy an a your best bel is Wast Street, whi orcodes reside w cauple of hundred

At the north and a street is Regency Leil excellent orcode hon great selection of gam Vindicalar, Taobin', Pocmania, R. Type, Drage Ninja as well as a good ro of golden oldies.

A little further dawn the road is Galaxy, baasting some new games like F1-Dream, P-47 and some great classics like R-Type. Halley's Camet and Slap

Fight.
Crystol Roams Is also worth omonast a plethara of old and new titles and a couple of pogi tables. it's my a

Amusements is a great disappointment after the previous places, and has a pititul range of games - the Main Event being the newest one by years! The rest of the games are poor, and the arcade is hardly worth visiting, unless you wont to play fruit machines, of which there are plenty

Negrest to the beach is the Leisure Centre, a large orcade with a good line of games Vindicalar, Xybats, P-47, Continental Circus, Operation Wolf, Vulcan Venture and a well-stacked

Drive

1: REBERCY LEISURE 2: GALAXY 3: CRYSTAL ROOM 4: AMUSEMENTS 5: LEISURE CENTRE B: BRCHER BRCROE 7: BRCHES ARCADE B: PALACE PIER

Jon Hile,

### ATARI PREPARE ASSAULT

wa other arcodes diba y Namco, in manuals d ausdes it

whereupon the tonk is driven to exiling the next level. There are llight, allowing the player to run

finishing lauches to a new robotic lootball game called Cyberball moment, and it doesn't look as though the game will appear in the UK until early next year

### WILLIAMS SET TO RETURN W Flectronics, formous for but Williams are confident that

the entry 80's classics such as Metider, Storgate, Joursel and bellon 2084 ore ready to to the coin-op scene with a to that they've been loping for the lost three

The system is yet to be named,

it's better than onything also currently on the morket, and resolution and more colours than any other video game. The first game will appear towards the middle of next year - we wait





EASE SEND ME FREE LITERATURE ON THE ATARI ST



## Ort T Lunch

We're deadline surfing yet again. A combination of post PC. Show blues and grey outurn weather means this outurn weather means this work what is a boot this time of your host makes me wont to jet of to somewhere or work me a Cod's power supply!

But sell priy fair going to fill the page, so I'd better power up the imagination of lish.

But self pity ise't going to fill the page, so I'd better power up the imagination and lash tagether yet marre of those bad-ass apinions which have led several major software houses to take out contracts an my life. Now, who should I slag off this manth? Ah yes, I

Shapsi No, come bock, gayainter really is gaing to be interesting. After off, unless you bay oil your softwore by post, of one stage or deather you're going to come into contact with your friendly insighbourhood restaller, just wealting to relieve you of your nine ninety-nine . . . or more if you're q 16-bit, rich bastord.

you're a 16-bit, rich bastard.
Not much Misson can whings
about shops, is there? Talke
agoin, squidipal What storted
me pondering this porticular
tapic was the great Microprosa
American fount. You see, it
American fount you see, it
all and the boys being parfact
hosts, they decided to introduce
us visitors to The American
Way'.
Now T.A.W. doesn't just

Now 1.A.W. doesn't put mean workfulling Baltimore Orloles baseball team nun their reputation by octually winning a game or enjaying a Sunday brunch of crob amelets in Annopolis. No, it also means portaking of America's estimate sport — shopping And, in Baltimore at least, shopping means driving aut to the local mail.

How to describe a shapping mail. Put all ideas of Arndales and Shapping Cities out of your mind. A mail is a mini tawn in itself — and all of it deflicated to consumerism. There are even included the consumerism of the first food you can think of. Bung in a maternity ward and an undertakers and you could live

The first reaction of the average limsy, judging by our select bunch of journos, is far the eyes to glaze over and the wollet to go into averative. You don't realise how much you need a three inch toll, frittlen drive skateboarder until you find one in a toy shop! but once in the output of the control of

Jahn Minsan struggles manfully with his PC Shaw hangaver, and ruminates on the evils of chain stares, identikit product and . . . Kylie Minague? This is truly the column the stars all talk about.



A John Minson's pin-up of the me the initial feaver has aboted usually oround the same stage that you find you've just blown oil your dollars an musical coffee mugs, man baseball both and the like — you el or to take a mare scientific approach to honories.

This is when you wonder into the computer store, to check out the situation and ... who the sheckill The selection of software could send you into a colotonic trance if you re not reparted There's none of the top ten games meetably you had at home. Here, if you want o pragram, you'll probably find it luthing somewhere an the

Occ., long aga in the sortyboom years, the pundit used no peddie o line first home produced in the pundit used no computing was going to be like the record industry. Strongs to say the BEC sill boost given as Tag of the Software Prop. but has proved occurate. In British the main software autless, the chois stares, lead to stack who is popular. Or, to put it on other way, as the chief start of conference of the pundit of the majority of the majority of conference of the pundit of the majority of the majority of the sender to be popular.

the punter, want.
It's like gaing into your lace
Smirks record department and
asking for the latest single by
your favourite Solihull surf
band, teleased on their own
label. "No, but we've gat Kyl
Milnoque." Well. I've kod Kyl

Minague." Well, I've had Kyls
Minague to the back teeth
and I've also had enough of
sub-standard pames from the
favoured few labels, who
cost inue to sell junk in bulk, just
because the stort young buyes
in their business suits still smile
on them.
Same more questions. Ever

Some many questions. Ever wonder why virtually all computer games come in the same sort of box? It's because those self-some buyers insist an uniform packaging, so that they'll \$2 and all those neat,

hidy rocks. It's the same with pricing. Conformity Is the other of the day. The £17 game in the custom designed box has a hard fight it it's going to get into the high street.

he high street. So what is the convert Well, So what is the convert Well, So what is he have were lot of little independent computer shapp, with Drict and Drogans with but of wire sticking out of street, who probably olso owned the place and could still you what wan new out whether stiff, who probably olso owned the place and could still you what wan new out whether stiff, who probably olso owned the place and could still you will all you will not suppose the place of the place of

Not that the 'Men and Pop' independent mean that mach that mach that mach that mach that make the carparalice is king, the chains but in the country where the carparalice is king, the chains of software shops have mode a variety of tillies, spanning to warything from orcade to simulation. Without this open-minded chast there wouldn't be the diversity that makes the American market so makes the American market so

Without wishing to turn this into too much of a history lesson, it's worth remembering the feet of on American the seat of on American through his industry feet years ago. Taday Microprase, Electronic Arts and Activision oil have a considerable chunk at the market because, for much of the time, they provide something different from the run worth.

Now news reaches us that one of the Stateside software chains is to set up in the UK. Will it but British restailers? I don't know — but if it means the ability to walk into a store and buy the program I wonk, not the one some buyer thinks I do, I'll welcome sit.

Ten pounds is not o small omount of money. You should be able to decide how you spend it so don't let the big boys dictals. Support your local software store — or only where sets that gives you a real choice and remember — in this industry, voriety is vitality. Buy the same old game again and again and oill you'll get is

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